

PROJECT TAU

SECOND RELEASE



A TAU LEXICON

Opening Statement

Since the launch last year of the Project Tau I am happy to report that the Tau community has continued to expand and use this Lexicon to further their own homemade lore. This new edition seeks to connect vocabulary and facts to sources, an aspect the last edition lacked.

Entries will now be followed by a parenthesis with the title in question with a bibliography on the final page.

Additionally, I invite you to listen to the podcast that was begun this year called *PODCASTE* which can be found on Spotify and Apple. In the growing episodes we discuss much of what can be found here and you are invited to join us on the TAU 40.000 Discord channel.

My love for this hobby, the community and the Tau continues to grow. Thank you for being a part of this and I hope that this will help you in your hobby.

~Calmsword

A Note on Canonicity and Fandom

This work is an interpretation gleaned through discussion with my contemporaries. The following, therefore, is in no way official but is a tool which I hope will inspire further works. You are encouraged to use this as a template to create your own lexicon and, most importantly, have fun!

This is in no way connected or affiliated with GAMES WORKSHOP and the 40,000 Universe or the faction known as T'au.

Word Creation

Much like Germanic languages, Tau syntax relies on the creation of new words and phrases based on the situation or culture the individual is speaking from. Not all Septs have the same “language” but they are built upon the same lexicon. Similarly, the Castes have different ways of saying the same thing, however, they can all communicate because they understand the root of the language.

Additionally, when combining words, there is both a poetic and practical sense to that should be considered. For example:

- A': A suffix meaning also or in addition too, secondary etc
- Caor: A word meaning spinner or creator.
- A'caor: A composite word comprised of a' and canor that when taken together means “hand.”

The deduction here is that the hand of the Tau is a lesser or secondary body part when compared to the hoof or leg which is more culturally integral. The word also contains the notion that the hand is the creator limb, so there isn't necessarily a negative connotation despite being a lesser appendage and less important as the hoof. Tau language should reinforce the notion that the Tau don't really consider value in the same way that humanity might; there is nothing wrong with being secondary and lesser

elements still hold an inherent value in the same way that a 'La and a 'Vre are still mutually important but have different tasks.

The Tau Language: Origin Theory

We know that the Tau evolved on a world deep within a stellar globular cluster in the Eastern Fringes of the Ultima Segmentum. While they are now technologically advanced, their history describes an origin as a people divided into clans, fighting for survival against one another and their environment.

Recent source books theorize that the Tau evolved from a species of bovid herd animals in an ecosystem not unlike the African Savannah or Australian Outback. In my own lore, early symbiotic relationships with species of bird-analogs and larger herd animals would create a racial imperative to work with other species as well as to have a literal "herd" mentality with each other.

We know that the Tau were threatened by predators on their home world all the way up until their early space age (imagine if humans had to deal with Sabertooth tigers in the 1960's). I hypothesize that a species of apex-predators forced these prehistoric Tau to become migratory, defensive hunters, as well as instilling imperatives to find safety rather than ever truly relax. Thereby, Tau cannot win conclusively, there is no final perceived victory. They must expand constantly, driven by both a practical fear of stellar disaster as well as the existential threat of complacency which would agitate hereditary stressors. This affects their language centers much in the same ways that humanity's own instinctive drive affects theirs. While humans were hunters for food, the Tau hunted for safety and only later for food. Notions of movement or collectivism are regarded as positives in the same way that humanity might consider singular acts of bravery and initiative as positives.

We also know that the Tau were visited by "ancient aliens" in the form of the Adeptus Mechanicus (Explorators on the ship *Land's Vision*) who likely abducted and killed a great many prehistoric Tau in a fashion typical to humanity in the 35th Millennium (or any Millennium). This would have inflicted a species-wide trauma which would be

reflected in Tau myths, and their legends would have become rife with red robed demons from the stars with metal snaking limbs and attending floating heads. Much like how the C'tan "Nightbringer" traumatized many of the races of the Galaxy to literally fear death as a reaper, the Tau's own understanding of mortality was informed by the Mechanicum's abductions.

These multiple events would propel the Tau to embrace *change* and form a culture with the need to survive by any means. In a few thousand years, the Tau would advance into a unified civilization, back-engineer a Warp drive from a crashed wreck on their largest moon, and unlock the path to the stars. Their language, however, is still archaic, vastly inferential and with multiple meanings for each word which is largely dependent on the context of the speaker.

Tau vocabulary and context typically do not denigrate location or rank. A Shas'La is not treated as a subordinate to a Shas'O in the same way that a General might regard a private. This is important when speaking as well as writing Tau'sia. Insinuation of worth is tied intrinsically with purpose. Something that is good for the whole is positive. Something individually oriented would be considered, generally, as a more negative.

Tau "slang" is widespread and personal from world to world, caste to caste, even cadre to cadre. Translating Tau therefore has a poetic quality and allows for leaps in meaning and context as well as complexity, which can be confusing (and, very fun to work with).

Tau words not only have multiple meanings but when strung together could have entirely different combinations with nouns or adjectives providing multiple grammatical roles.

For example: *dras* means "riches," a noun, yet *n'dras* means "*second riches*" which can be extrapolated into "second chance" or "a good find" after, perhaps, the initial find was deemed unworthy. It is also the name of a Sept. In short, context is everything. Rely on the structure of the sentence or paragraph to inform what you're conveying.

The Tau adapted to their world's hotter environment and predators of its earlier epoch by becoming nocturnal. As such, dark and night concepts are positives in the same way that light and day might be for humans. Additionally, water is of high value as well as the belief that 'movement' and migration are held in high regard in the same way 'settling down' would be for humans.

Tau families and tribal units still play an element within modern society with bloodlines still holding an importance in spite of the Ethereal Caste system such as the Line of Kiru, Shadowsun's ancestry. There is a negative connotation to solitary actions that in real-world human societies would be a positive or even heroic. Everything is *community* based in Tau culture, and this extends to the alien species that have joined them. As such Tau will adapt elements of Gue'vesa or Kroot idiosyncrasies individually as well as sept-wide (with some exceptions of Septs like Kel'shan or Mu'gulath Bay).

A common English idiom, "If you want something done right, do it yourself," which implies the incompetency of your team or work force might have an equivalent in Tau as, "share the load," which denotes the inadequacy of a group and their need to ask for assistance.

I have adopted this aspect of Tau culture as it adds to their "alienness" and can help in sentence structure and dialogue between your characters. Chastisement and reprimands are learning experiences for Tau with leaders being examples for others to follow rather than those to be jealous of.

Pronunciation

As a note on the Tau language as a whole, double vowels are not pronounced as individual sounds, unless there is an apostrophe (see Apostrophe Use and Placement). When two vowels are put together it indicates a long vowel sound such as "oo".

For different Septs, such as Tash'var which is considered more 'rustic', you would use the following:

- Au is pronounced as “ow”
- Words that end in with an “R” followed by an apostrophe are pronounced with a rolling R.
- Ue is pronounced as “weh”
- Sh (as in Shas'O) make more of a “zh” or soft “ch” sound.
- The language is phonetic; sound out each letter and ‘drag’ duplicate letters.

Tonal Use

In Guy Haley’s excellent *“Broken Sword”* we are told that a human needs surgery to speak Tau. If you’re adapting this Lexicon for something auditory, here are my thoughts:

The Tau in my works can inhale and exhale as they speak, unlike in English where one would predominantly exhale to form words. This allows the Tau to use their breath as indicators for meaning while continuing their speech unabated.

Tone is equally important and the pitch of a Tau’s voice vary most from caste to caste:

- Air Caste: More stunted, clear, slower
- Earth Caste: Straightforward, inquisitive, breathy
- Ethereal Caste: Calm, they can adapt their tone and accents to each Castes
- Fire Caste: Deep, rolling, loquacious
- Water Caste: Rich with emotion, poetic, polite, soft

Formality is built into Tau speech patterns and, typically, communication between Castes is always ‘polite’ which is determined by enunciating each word while drawing out words, or developing a ‘drawl’, would be considered informal, even impolite.

Gestures and Hand Signing

The Tau incorporate hand and hoof gestures to denote emphasis to meaning in the same way we are told that the Roman's utilized hand gestures in their oratory. Their hand signs tell the root or spirit of what they're saying in the same way that facial expressions are used in human language. For example:

- Alert/ Attention (hunter): Thumb over palm up, wrist movement implies where. This could mean in negotiations or during a reprimand as well as directly "hunting."
- Alert/ Attention (victim): A foot stamp. This will bring *all* to attention, the hand gesture and wrist would then denote where the danger is coming from or could be paired with a verbal command.
- Consideration: Palms and fingers held together.
- Deference and respect: Palms open and wrists outward.
- Denial or refusal: A hand swishing or slashing gesture denoting complete rejection.
- The Greater Good: Each finger touching the other, palms forming an "O". To use this in conjunction with a sentence would imply a furtherance of the Tau'Va.
- Humor: Thumb and third finger brought together, wrist tilting denoting what is being said is a joke or humorous or should be taken lightly.
- Run/Danger: Two foot-stamps.

Apostrophe Use and Placement

Before: A single apostrophe before a letter or word denotes a suffix. 'At for example.

After: A single apostrophe after a letter or word denotes a prefix. Alo' for example.

Double Apostrophe: Some words have two, or even three, apostrophes. When spoken, this second apostrophe adds a “click consonant.”

In practice, apostrophes should be moments to direct a breath for emphasis. As the Tau can maintain inhalation and exhalation consistently. The directed breath has an additional meaning with exhalations denoting respectful tones and inhalations neutral tones. Harsher breaths denote severity of the situation with harsher breaths often meaning aggression or heightened emotion.

Apostrophes can be used to connect many words together to establish ownership such as: Faan’fa lit: People+us can be interpreted “Our people.” Apostrophes can also be used to create new words and meanings. This is interpretive, and largely dependent on the emphasis and situation of the speaker or writer. For example, ula (predator) can be attached to ak (armored) to create ak’ula, which means gunship or tank. One could also add ‘a, denoting “below” a location, to ula to create ula’a, which might be a threat, or hunter that hunts under water or sand.

In this way, Tau is incredibly compartmentalized and malleable; so have fun!

Imperatives

The most important part of a word in Tau’sia comes first and the same thing can be said for sentence structure. Cautionary terms and danger information come first for the Tau rather than last as it is in English. The Tau inherently trust one another and do not require detailed information regarding threats before they respond to them. This leans on both their evolution from a prey species and their conceptualization of the universe, adding a level of ‘naivety’ to their reasoning. Examples of Tau Imperatives might include “Secure yourself! Enemy incoming!” or “Danger! On your right! Greenskins!” You could play a lot of tricks on Tau if they trusted you.

This informs sentence structure and word structure with the most important element taking primary placement in the formation, for example:

Kilaa'oni'gue: Red-robed Being= Kilaa (red with ominous connotations) Oni (wearing a robe) Gue (being) This is describing beings who specifically wear red robes, like the Mechanicum.

Oni'kilaa Gue: A robe that is red= Oni (a robe) kilaa (red) _space_ Gue (being/person)= Describing a person who is wearing a red robe.

Mont'ka: Killing blow= Mont (death) Ka= (strike)= This is a military philosophy
Ka'mont: Ka= (a strike) Mont (killed)= This could be describing the blow that killed someone.

An example of sentence structure= *A'che cali'aith Du'ai po*: "Descend quickly and quietly into the water."

A'che: Descend (imperative, we need to do this, but how?)=

Cali'aith (quickly and quietly is how we should descend, but where?)=

Du'ai po (beneath the water)

TAU LEXICON

A

A-: (Prefix) Also or and.

-A: (Suffix) Below or “under” in relation to status.

Aal: Clean, clear, wash

Aal’po: sanitary, a shower or bath

A’caor: Extremity, lesser limb or hand, manipulator, to manipulate.

Acaya: Master or sovereign. An archaic term now an honorific for the Prime of the Ethereal High Council.

A’che: Descend, drop, jump, or deploy.

– Ai: (Suffix) Informal plural including the speaker, us, or friend.

– Ain: (Suffix) Tool. Example: Alm’ain would be a sharp edged tool. As a standalone word it can mean ‘object’ or ‘a thing’.

Aiski: Pass too, hand over, lend a hand, hand.

Aiski’la: Finger

– Aith: (Suffix) Silence, quiet, or to be silent

Aji: Parent, progenitor, or sire.

Aji’el: Elder, founder, or eldest.

Aji’fo: Father

Aji’o: A famous relative, either living or dead.

Aji’po: Mother

Aji’tash: Ancestor or those who came before.

Aji’ui: Grandparent

Aji'ui'fo: Grandfather

Aji'ui'po: Grandmother

Aji'vre: Great grandparent

Ak-: Denotes armor. Example: Ak'tak means armor plates/material.

Ak'tak: Armor plates or casing.

Akti: Asset or something useful.

Aku: One of the *six* senses. A sense or feeling. Instinct.

Ak'ula: Armored vehicle, specifically the "Hammerhead."

Aku'tau: Wonder, wondrous, incredible, fortune, or good luck, lucky.

Al: Above, or advantage.

Al'oshi: overseeing, oversight.

Alosh'tol: a committee.

Al'shon: Tradition

Alag: Stab or slice. To do physical damage to. An inelegant or brutish attack.

Alag'jhi: Critical damage or a mortal attack.

Alag'ki: Murderer or one who stabs. Has a negative connotation.

Alag'ki'savon: Keen eyed murderer i.e. a sniper.

Alag'la: Predatory animal or being.

Alag'ron: Clonebeast

Alai: Keen edge or sharpened.

Alesme: Fusion or fusion energy.

Alm: Single edged tool.

Aloh: Cold, not alive, not functional, or dead.

Aloh'nars: Lit: Coldstone. A gemstone.

Aloh'rra: Cold shadow. An unsettling feeling, fear.

Aloh'tadie: A cold breeze or cold weather.

Alo'taal: Lit: Cold preservation. Cryogenic sleep.

– Alts: (Suffix) Gleaming, sparkling, or shining.

– Ao: (Suffix) Chance, probability, likelihood

Al'va: Sky, lit: the Great Above

Am: Mud

Am'tak: Adobe or ceramics.

An: Location, land, or place. Can also mean room or chamber.

An'geli: Train; Tau typically use monorails

Anan: Kith, friends, associations

Anda: Kin, family

Ang: Raw, uncooked, or natural, organic.

An't: Mark, signifier, or coordinates, writing

Ant: Separate or divide. Can be a prefix or a suffix.

An't' mesme: Ritual scar or honorific scarification.

Anuk: Birdlike, feathered, or avian.

Ar: High in relation to status. Advancement. Upgraded.

Ara'g: An alcoholic beverage similar to ale or beer.

Ar'cea: Highly or greatly advanced. A word for Craftworld Eldar.

Ar'kor: A hydroelectric dam or simply a dam.

Arru: wail, scream, shout

Arru'kuatha: Lit: Scream of a Thousand: when an Ethereal is killed

Ar'tor: Elevation, advancement in rank, or raised.

Ar'yen: Recognized or anointed. Commanders that work directly for the
Ethereals.

Aslo: Heat or warmth.

– At: (Suffix) One who is confident. Hard-headed. Steady.

Ata: Ghost, bad spirit, or hallucination.

Au: Age or era.

Auk: Impure in relations to physical attributes. Dirty.

Auk'an: Wasteland. Useless or barren soil,

Aun: Ethereal or celestial. Used in reference to the Ethereal Caste.

Aun'chia'gor: Ceremonial council or meeting of the castes. Also a literal table with four sections for each caste to sit at as the Ethereals move between them.

Aun'faan: The Ethereal people.

Aun'iste: Ethereal ornaments; symbols of office.

Aun'kor'vattra: An Ethereal assigned to fleet.

Aun'reka: Supplicate, kowtow, or prostrate.

Aun'T'au'Retha: The Ethereal High Council that lies within a walled city on T'au.
Aliens are not permitted here.

Autaku: a data technician, might be the equivalent of 'savant'

Au'taal: Time of salvation. Also a Tau Sept world.

Avax: Retribution, revenge, or vengeance.

-Ay: (Suffix) Fine or excellent. Denotes craftsmanship or execution.

B

B—: (Suffix) A shepherd, caretaker, or guide.

Ba: And or in addition too.

Ba'liokide: Equivalent, comparative, or analogue.

Bap: Lost, gone, or without direction.

Baruk: To seize or take an opportunity. Seize the moment. Taken.

Basiin: Prefecture or town.

Bay: Door, gate

B'bab: Lit: To shepherd the lost. Searching, quest, or seeking out.

B'bab'ka: Rescuer. Search and rescue.

Be: Simple, easy, or not complicated.

Be'gel: Simple beings or barbarians. A term for Orks as a race.

Bentu: Wise, gifted, or intelligent.

Bentu'cea: Enlightenment

Bentu'cea'la: An enlightened person.

Bentu'sin: Enlightened strangers. The Tau name for the Demiurg.

Beren: To have, to own, or to possess. Our.

B'fio: Lit: Earth herder. A person who guides (not an Ethereal). A consultant in technological matters.

B'kak: Lit: Sand herder. A guide through difficult times.

B'kor: Lit: Air herder. A person who guides (not Ethereal). A consultant in navigational matters.

B'lig: Smart, intelligent, or intelligence, a compliment.

B'nim: Food or basic foodstuffs.

B'nim'ky: Food wrap, often with grains and protein within. Considered a staple food source.

Bo: Snow

Bogi: Frost or ice.

Bork: Learning, to learn, or strive for knowledge.

Bork'an: Lit: Place of learning. Also a sept.

B'po: Oasis. A place to be safe. A place of water or harbor.

B'por: Lit: Water herder. A person who guides (not Ethereal). A consultant in matters of negotiation or diplomacy.

B'ro: Lit: Mind shepherd. Mind abilities or psyker.

B'saro: A quiver or a magazine.

B'shas: Lit: Fire herder. A person who guides (not Ethereal). A consultant in matters of war.

Bu: Large or big

Buan: the art of puppetry

Bu'fo: Derogatory. Stupid, ignorant, or intellectually blind. One that relies on the body without the mind or their team.

C

Ca-: (Prefix) Heavy class. Denotes ability to carry.

Ca'korar: Dropship, specifically the Manta.

Cal: Hard or tough physical properties of a material.

Cali: Quickness, swift, quick, sudden, or rapid.

Cali'cha: Quick comprehension or a fast learner.

Cal'ka: Lit: Hard strike. A hammer.

Cal'ta: Implacable, unshakable, or immovable.

Cal'vi: Heavy or larger. Denotes a class of weapon or vehicle.

Cano: To yearn for or to long for. Hope, belonging, belong, can be romantic love.

Cano'es: Desire or carnal passion.

Cano'raik: Stalling for time, taking time, or drawn out.

Cano'var: Lit: To yearn for purpose. Also the name of a colony lost to Necrons.

Caor: Spinner or creator.

Ca'vas: Greater purpose or hard truth.

Cea: Civilized or enlightened. Refers to those who see that the whole is greater than the individual when it comes to society.

Cea'va: Peace or civility.

Cea'est: Order, the opposite of chaos, balance

Ch-: (Prefix) Action or active.

Cha: Purpose or action. To understand, to accept, or to know.

Cha'la: Student

Cha'tsaya: To aim for. The purpose of one's work. One's desire or wish.

Ch'ay: Accomplishment, high marks, or an award.

–Che: (Suffix) To ride or to risk.

Che: Fast or with speed.

Chel: Injury, wound, or pain.

Che'lel: Lightning.

Che'mesme: Accelerate or to accelerate.

Che'uu: Scramble, hurry, or run

Che'vral: Decelerate or the act of decelerating

Chia: Gathering, meeting, or council

Chia'gor: Meeting, conference, or place of discussion. Specifically a “ring” made of individuals who form a whole to create a consensus

Chok: Imbibe or to drink

Ci: Obscured or hidden from view, smoke

Ci'di: Cloud, cumulus

Cir'etz: Sensitive scales on the spine and neck of a Tau

-Cka: (Suffix) Lineage, stock, or bloodline.

Co-: (Prefix) Negative connotation. Placement within word denotes what is negative.

Co: No or not.

Co'ge: Not/or. On the other hand, although, or “trouble.”

Co'nunco: Devolve, altered negatively, to delay or negatively alter progress.

Co'nunco'la: A dimwitted person. Someone who lacks the prerequisites to survive

Co't: Not alike to, contrary, or but.

Cova: Break, dismantle, or destroy.

Cyr: Cycle

Cyr'au: Epoch, a long time, or a generation.

Cyr'chel: A hard time, a difficult, or a long period.

Cyr'soo: Tide, fluctuations, or rhythm.

D

D-: (Prefix) Twin. Denoting a pair of something.

D'elro'k: Lit: Twin speaker, a liar, a double cross, considered a curse or slanderous.

Da: Dark, without light, obscuring

Da'ak: To grapple or struggle.

Da'an: A dark place, cave, or absence.

Dak: Conclusion or the end of something.

Da'karra : Clouded image or static.

Dak'e: Sharp or pointed

Dal: Variance or different. Has positive connotations.

Dal'ao: factory or workshop

Dal'tolku: Concordance, agreement

Dal'ao: A game, friendly competitive pastimes, possibly physical such as racing

Da'noh: Secret that the Earth Caste has never been able to unravel. Unknown notion, a mystery

Dao: To accept, receive, or embrace. Affirmative or yes.

Dao'cea: Acceptance of civilization, specifically the Tau'va. Also refers to expansion of the Tau'va to a new people through conquest by words or logic. To become a member of the Empire

Dao'kaara: Permission. Also, to signal "all clear" or to "green light" something.

Da'su: Foe or enemy.

Da'thle'vral: Farsight's "mirrorcodex." *No translation available.*

Dem: The point of or subject matter.

Dem'ea: To return, come back, or respond

Dem'ea'cova: Point of no return. Also to be committed or resolved in one's decisions.

Demlok: Canyon or valley, low geographic point.

Di: Fly

Di'vral: hover or float

Doran: Calm, measured, even-keeled, or placid.

Doran'ro: Lt: Calm-mind. Logical or rational.

Dor'niam: Thinking on something, speculating, or theorizing.

– Dr: (Suffix) Cloth, clothing, or fabrics. Example: Shas'dr would be Firewarrior fatigues.

Dras: Opportunity, wealth, bounty, or riches, valuable

Dras'peiy: cargo container

Dras'kau: lit: wealth hunter. A term used for skip tracers and bounty hunters.

Dras'la: One that works for money or wealth. A mercenary.

Drek: Dark, absence of light, night, or night cycle. Night is a time of safety and relaxation that does not contain the negative connotation that it does amongst humanity or the Eldar.

Du –: (Prefix) Position, physical place, or direction.

Du'a: Under or below.

Du'ai: Inside or within.

Du'ai'rua: Beneath or underneath.

Dua'j'vr'rua: West. Geographic West.

Dua'ovr: Forward, the front of something, or prow.

Du'a'rua: South, Southern, or geographic South.

Dua'vr: Next to or side by side. Flank.

Dua'vr'rua: Eastward or geographic East.

Du'eia: Outside or outside of.

Du'eia'rua: Outer, beyond, or the fringe.

Du'eio: Taller or higher up.

Du'oc: Up or above.

Du'oc'rua: North or geographic North.

Duusa: Overrun, trample, or stampede.

Du'yi: Behind, rear, or aft.

E

-E: (Suffix) Belonging to or ownership.

E-: (Prefix) Emphasis. Works as an intensifier.

-Ea: (Suffix) The/it. This is ____.

Ea-: (Prefix) Exclamation or positive reinforcement.

Ea'rae'e: The son of _____. (*Last of Kiru's Line*)

Ea'ye'e: The daughter of _____.

Effu've: Beachhead, front, or foothold.

Eg: Way, path, or direction.

Eg'co'ha: Bad purpose, evil, or distasteful.

Eg'ha: Aim, way to do something, strategy, or measures.

Eio: Tall or high.

Eio'kio: Tall plant or tree.

Eiok'la: Branch

Eiok'a: Root

Elan: Strong or sturdy. Strength.

Elan'gu'cha: Sturdy frame or scaffolding. Outline or plan strategy. Skeleton.

Elan'ihās: a singular bone, nondescript, analogous to simply saying 'bone'.

Elan'ro: Skull or head.

Eldi: Wing or branch.

El'kai'aun: Vengeful death, justified violence, or sanctioned assassination.

Eln: A position of responsibility

Eln'dao: One who receives a lesson, apprentice (Can be shortened to Eln'la depending on progress)

Eln'retha: One who teaches (Can be shortened to Eln'Ui depending on position)

Elro: Have a voice or to speak, speak for the many. A politician.

Elro'k: Report or make a statement. A command to speak (forceful).

Elro'xesa: Tale, story, or narrative.

Emaar: courier, trader, wagon, transport

Eoro: to guide, to lead

-Era: (Suffix) Many, many things, or a multitude of something. Example: Ka'era means many strikes.

E'ren: Savages or primitives.

Erra: Shadow or dark side, dusk. Has positive connotations similar to the notion of dawn amongst humans.

Erue: Contention or conflict

Es: Forceful, domineering, to be full of. "Mine."

Esav: Challenge, test, wager, or bet

Es'cha: Full of purpose, a decision, order, an understood truth, or sacrifice.

Es'gue: Brutes or thugs.

Es'gue'la: Arrogant human.

Es'j: Empty, void

Es'la: Arrogant, boastful, or rude

Es'shi'cha: Pride or honor. The reason to live.

Es'vior: Full of aggression or violent.

Et: "Is" or "of".

Eta: "The", "it", this is, that is, or this is.

Eur'kn: Eye organ.

Eur'ii: Lit: Eye moisture. Tears.

— Ex: Duty, code

F

Fa: We, us, the community, our, or who.

— Faan: (Suffix) Group, people, or a reference to the greater community. Example:

Tau'faan would represent all of the Tau people of all Castes.

Fannor: Caravan, train.

Fa'ta: Sexual intercourse

Fa'ta'kn: Reproductive organs.

Fa'uash: Herd, the greater community, tribe: note the Tau still maintain Tribal structures in addition to their Caste.

Fio: Earth Caste.

Fio'dr: Canvas or construction fabric.

Fio'shas: Lit: Worker warrior. Although rare, Earth Caste members might sometimes take up arms when absolutely required.

Fio'sorral: A type of subtle Tau artwork made by the Earth Caste, often almost invisible, very subtle to the point where it has many hidden meanings to the Earth Caste alone.

Fio'tak: Earth Caste construction material. A composite nano crystalline matrix used to make armor.

Fio'toros'tai: Abattoir, a place where animals are slaughtered, or a morgue.

Fl'aat: A type of insect, much like a bee

Fo: Soil, ground, or surface.

Fo'an: Planted fields, farmlands.

Fu: Knowledge, information, emphasis on real world information.

Fu'esav: Experiment, experimental

Fu'lasso: Mind knot, conundrum, an unsolved problem.

Fu'tak: Facts, data, examples, proof, or information.

G

-G: (Suffix) Drinkable or potable.

Gal: To explore, to discover, to find, or to venture.

Gal'leath: Discoverer deep space vessel. A class of large capitol ship.

Geka: To bring, to carry, or to lift.

Geka'ovr: Throw, fling, toss, or launch.

Geka'tak: A bag, satchel

Gel: Creature or animal. Non-sentient or near-sentient.

Geli: To move or travel.

Gerosh'i: A bale, a haystack, or a measure of food or resources.

Ge: Flat

Ge'an: Flatlands, plains

Ge'ta: Lit: Made with soul. A traditional Tau flatbread.

Gharial: Diplomatic, delicate, or tactful.

Ghoro: Death or annihilation. A violent death.

Ghoro'k'ha: Lit: Death hail. A meteor strike. Can also refers to the Ork battle tactic of using Roks to invade a planet

Ghoro'mont: Massacre, atrocity, or war crimes.

Ghor'ula: A prehistoric felid that nearly hunted the Tau to extinction before they developed tools and weapons to become hunters. They are now extinct.

Ghu'lach: Lit: Mind Science, psychic abilities

Grath'im: Rage, enraged, a blind rage, hate.

Greh'li: A type of berry native to T'au.

Griy'na: Fruit.

Gor: Round, oval, or circle

Gor'uu: Wheel or gear.

-Gu: (Suffix) Denoting attractiveness, beauty, matchless, or wondrous

Gue: Being, specifically a sentient being

Gue'a'sha: Integrated Security Force; human trained police/law keepers
(Shadowbreaker)

Gue'la: Lit: Lesser being. Tau word for humanity

Gue'la'sia: The human "Gothic" language

Gue'ron'sha: Lit: Genetically engineered warriors. Tau word for Space Marines

Gue'vesa: Human helper

Gur'dya'al: Lit: Mask Wearer, spy (Shadowbreaker)

H

H-: (Prefix) He, she, or it with connotations of ownership.

–Ha: (Suffix) the application can create a personally negative connotation or new swear word.

H'ai: We. Formal usage, but assumes friendship.

H'ai'gue: Ally, allied person, or auxiliary.

H'ai'lissera: alliance or co-existence.

H'ai'ta: Like-minded or kindred souls. More of a title given to those races that are regarded closer to the ideals of the Greater Good such as Kroot, Vespids, etc.

Hasiro: Weapon, weaponized, a noble weapon, or a powerful weapon.

– Ha: (Suffix) Statement, sentence. Example: Cano’ha could be a love poem.

Haid: Blind (Rogue Trader)

He – : (prefix) Many, multiple, or plural (Codex)

He’an: Changing, movement, evolving, or adapting.

He’an’co: Closing, shutting, or unavailable.

He’an’kar: Opening, blossoming, or available.

He’ra: Incorrect, wrong, or a lie.

He’ra’sin: The misleading ones or ominous strangers.

Her: (pronounced “hay-r”): Armor, power suit, exoskeleton.

Hereks’vre: Lit: The hero’s mantle. A formal responsibility or obligation. The responsibility of a warrior.

Her’ex: Lit: The mantle of duty. Crisis armor.

Her’ex’d: Lit: The mantle of darkness. Ghostkeel armor.

Her’ex’oshi: Lit: The mantle of stealth. Stealth armor.

Her’ex’shi: Lit: The mantle of greatness. Tau’unar armor.

Her’ex’vre: The mantle of the hero: Advanced models of XV armor.

He’soo: leave, walk away

He’run’soo: Escape, make safe, retreat, or fall back.

Hesa: Numbers or numeric.

Hesa’shi: Meta Strategy, Lit: *victory through numbers*

He’vasoy: Diversity, diverse, many differences, many types, or variety.

H’kass’l: Lit: More troops. Reinforcements or reserves.

H’na: Attack, shoot, to shoot, or to fire.

– Hoi: (Suffix) Denoting a quality of something or having the characteristics of something. Example: doe'hoi is yellowish or yellow like. See also gue’la’hoi or human made.

Ho'or: Sympathetic or in alignment.

Ho'or ata't'chel: Ghost pains or phantom pains.

– Hui: (Suffix) Network, emphasis on information or data.

Hui: The wing or a wing.

Husa: Numb, numbing, relief, painkiller, or medicine, references spirits or alcohol.

Hyen: Beacon

I

– i: (Suffix) denotes a smaller amount, small measurement

Iamsha: Thoughts, the mind, thinking, or inner words, notions of spirituality.

Iey: Sound or sounds.

Ihas: A fragment of something, a piece of something

Ihas'rhen'na : Lit: Broken jade. Worthy sacrifice or acceptable losses.

– Li: (Suffix) Denoting wetness or moisture.

Ik: Teeth

Ikita: To chew or to bite.

Il-: (Prefix) State, official, or civilian. Example: Il'fio would be an Earth Caste bureaucrat.

Il'emaar: Courier, also a starship.

Il'fannor: Merchant, also a starship.

Il'hen: Empire, commonwealth, or communality.

Il'porrui: State emissary, also a capitol ship.

Io: Plants

Io'an: Place of planting, garden

Io'an: A created environment or shaped by artificial means.

Io'ang: A natural environment.

Io'ra: An artificial habitat such as a dome city.

Iro: Noble or nobility

-Is: (Suffix) To do or activity.

Is: Cold, as in the weather.

Isla'sa: The *Greet* home world in the Fal'shia Sept.

Iste: Pattern, ornaments, or markings.

Iur: Exhaustion, spent, or fatigued.

Iur'tae'mont: War shock, trauma, post-traumatic stress, or combat neurosis. A
Tau who is unable to differentiate between themselves and their suits.

I

J— (Prefix) Reverse. Has the effect of making a word the opposite of whatever comes after.

J'aslo: Reflected heat, to stay hidden, or camouflage

J'bentu: Foolish or a fool, unwise

J'doran: Insane, unhinged, madness, or the loss of reason

J'cal: soft, like a pillow

Jeth: Heavy spear or hunting spear.

Jeth'ri: A traditional spear used during Tau'kon'seh festivals.

J'hal: Type of flower native to T'au with high energy nectar.

J'hal'g: High energy rehydration drink made from J'hal flower nectar.

—Jhi: (Suffix) Denoting that something is broken or damaged.

Jhor: To heal, to mend, or to fix.

Jhor'el: A surgeon.

Jhor'kak'aiski: Lit: Healing hands. Nanite drone entities

Jhor'la: A medic or healer.

Jhor'o: A medical chief, often in charge of a medical facility.

Jhor'ui: A nurse, technician, or specialist in a certain field of medicine.

Jhor'vesa: An orderly. Can be a type of medical drone.

Jhor'vre: A doctor.

Jikita: The Tau word for the Kroot race.

Jikita't'auk'cka: A Kroot hound.

J'kaara: Reflected image or mirror.

J'ka'or: Resist, fight back, or resistance.

J'ka'ra: Reject, an error, or to refute.

J'len'ra: Water Caste counter intelligence, espionage, spy program

Jon'eb: A unique or special fusion blaster (*from Dawn of War*).

Jun'ta: Stone. A type of stone sometimes inscribed with filigree. A good luck charm.

Juntas: Port, or left. Left side.

J'yon: Unrestrained, no holding back, or unleashed.

K

Ka: To strike or to hit.

Kaara: Image or picture.

Kaara'ain: A physical mirror.

Ka'auk: A deformity in an inanimate object such as a tear, rip, dent, etc.

Kai': Greatness, either in importance or value. Can also denote size.

Kai'au: Great Age, singular for one of the Spheres of colonization which govern the Tau timeline.

Ka'is: Violent movement or impulsive action.

Ka'is'fo: Earthquake

Kais: Skillful, expert, or competent.

Kak: Sand or small sediment.

Kak'ci: Dust, obscuring sand, particulates, or pollution.

Ka'lasso: A difficult attack to make.

Kak'raik: Shortness of time, brief, quick.

Ka'mesa: Strike mark or scar. A lasting mark.

Kar: Correct or right. Equal, equal measure, or equal amount, can also be a term for order (law and order)

Ka'ra: An exile.

Kara: To evade or dodge. To avoid. Maneuvering.

Ka'rashi: Exiled, rejected, or cast out.

Karae'na: Lit: We are concluded. Dismissed or a dismissal.

Ka'sha: strong wind, typically associated with news or warning; colloquially it would be the wind that carries a scent.

Kar'soo: Synchronizing, in step, align, or networking.

Kar'tyr: Lit: Correct punishment. Justice or consequence of bad actions. This is the Water Caste's investigators.

Ka'sui: Lit: Fortuitous Gale

Kass: Troops, soldiers

Kass'l: Troop carrier. Refers to the Orca

Kass'qan: Troop carrier. Refers to the Devilfish.

Kath'lan: Destiny, a place of contemplation, or a place of stillness.

Kathr: Desert.

Kathr'yl: Species of desert lizard native to T'au. Can also refer to reptiles or lizards in general.

Ka'u: To eat.

Kau: Hunter, a position of traditional honor especially amongst the Fire Caste.

Ka'ufa'i: Lit: Hit of cuteness. Adorable, sometimes in reference to an art form that Saal enjoy.

Kau'i'anuk: (small hunter bird) A small bird of T'au that was a companion, like cats or dogs to humans. Each Caste had a close relationship with this bird before they were replaced by drones.

Kau'soo: Lit: *The worthy hunt*. To pursue, hunt down, or chase.

Kau'ui: Lit: Hunting group. Cadre.

Kau'va: Ideal, the act of perfecting, or to make better in a philosophical way rather than physical.

Kauyon: Meta Strategy. Lit: *Hunter that is patient or patient hunter*. It refers to a type of Tau battle plan.

Kavaal: Strike group or attack force. A grouping of multiple Tau contingents to form a small army.

Ke'k: To laugh, laughter; this is the sound Tau make to laugh.

Kel: Imminent, soon

Keluu: Arriving, arrival, or coming.

Ken: To separate or to be separate.

Ken'in: An administrator, one that separates tasks, each Caste has these who provide logistics or work behind the scenes (office workers for example)

Ken'to: Doctrine, orthodoxy

Ken'rai: Tau Meta strategy. Lit: *Kill the head; the body will die*. A Fire Caste tactic this involves the annihilation of enemy command structures and individuals.

K'ha: Hail (Farsight Codex)

Ki-: (Prefix) To make or to do.

Ki: Bleed, blood, pay, or cost.

Kidou: Orbit or orbital. (Armada)

Kilto: Histories, analects, or firsthand accounts. (Firewarrior)

Kir: space, the void

Kir'la: Warden, overseer, or picket. Also an escort ship (BFG)

Kir'norsal: massive defensive stations with powerful shield generators and extensive ion batteries used to defend planets. When destroyed, they are described as 'burning like a sun' (Mont'ka)

Kir'qath: Defender, also an escort ship (BFG)

Kir'shasvre: Castellan, also an escort ship (BFG)

Kittick: A type of fruit, notable 'bumpy' (Firewarrior)

—Kla: plurality, 'they' 'them' 'those'

Kles: Exceptional or elevated.

Kles'eldi: Missile or explosive ordinance.

Kles'rai: Warhead.

Kles'ro: Exceptional mind, intelligent.

Kles'tak: Explosives or volatile materials.

Klkn: Curse, a cuss word. Can also be used as a prefix or suffix to mean "bad."
Applying it to a word makes it a swear as well as a stress multiplier.

—Kn: (Suffix) denotes an organ.

Kna: Silly or stupid.

Kn'un: Mumble, babble, whisper, mutter, or meaningless sounds.

Ko-: (Prefix) To be worthy of or commendable of, trust.

Ko'dras: Lit: Worthy wealth. Fortune or luxury.

Ko'dras tol'dao vior'faan: Fortune favors the bold.

Ko'io: Lit: Worthy plants. Grain or staple food plants.

Ko'nai: Starchy food groups and cereals. (*Last of Kiru's Line*)

Kol: Far or far apart in terms of physical distance.

Kom'sr: The Tau word for 'Commissar' noted as a terrible being who drives his own warriors forward and kills them if they fail. Note: palpable horror when considering a warrior that kills one of his own.

Kor: The Air Caste

Korar: Airship or air craft

Kore'a: Sept, a collection of colonized worlds or systems

Kore'ord: Sept center or the primary world of a sept

Koreth: Many stars, A cluster of stars

Kor'or'vesh: The Air Caste's experimental fleet or a war fleet

Ko'seh: Prophet or speaker of truths

Korst: Death, annihilation, oblivion, the end, or finality. Negative

Korst'la: Reaper or executioner.

Kor'vattra: The Air Caste fleet.

Kor'vesa: Lit: Air helpers. Tau drones.

Ko'tash: Lit: Worthy endurance. Goodbye or farewell

Ko'vash: A worthy cause. Something that is commendable in Tau society or ideology. To strive for.

Ko'vash Tau'va: Exclamatory. Lit: Strive for the Greater Good, Can also be translated as "By the Greater Good!" or "By the Path!" Real world Equivalent: "Thank god!"

Kre-: (Prefix) Denoting traitor, rebel, or disunity.

Kul: Implant

Ku'ten: Integration, incorporation

Ku'ten Vos'kla: Lit: Those who Guide Wisely. The title of Water Caste advisors who are responsible to ensure a planet or societies proper integration.

Kunas: Agile or dexterous.

Ky: Me or I. Refers to the self.

Ky'husa: A type of alcohol used in ceremonies and typically served hot.

Kysa: Belt or middle.

Kysdra: Forest.

Kysdra'ii: Rainforest or jungle.

Kysa T'suam Shas: translates to "Belt of Fire." An equatorial desert that encircles Vior'la.

Kyse: belt. Specifically refers to asteroid belts in space.

L

L-: (Prefix) To drop or deliver.

La-: (Prefix) Foolishness, arrogance, or youthful pride.

La: First true rank in Tau hierarchy after 'saal.

Lar: Valiant or courageous.

La'rua: Group of lower ranks or band.

La'rua'tor: Team leader. Not necessarily a higher rank. Can be arranged as "Shas'tor'la" much like "Shas'ar'o".

Lar'shi: Lit: valiant victory. Can mean hero. Also a class of capitol ship.

Lar'shi'el: Protector. Also a class of capitol ship.

Lar'ua: Team

Lasa: Fire, flame, or burning.

Lasa'rashi: Embers, coals

-Lasso: (Suffix) Problem, difficulty, or obstacle. Example: Ka'lasso means a difficult attack to make.

La'vi: Light as in weight. Can also denote vehicle class.

-Law: (Suffix) Cool, chilly, or cold

Leath: Ocean, deep sea, the unknown, or deep space. It can also mean forge or place of making.

Lek: medium, boring, or not interesting

–Lel : (Suffix) projectile, beam, or bolt of something. Example: Ol'lel means bolt of light.

Len'ra: Cautious, caution, wary, or intelligent.

Lenta: Time

Lhas-: (Prefix) Sacrifice. A necessary loss. Has positive connotations. Example:

Lhas'korst means a death that could mean another will live.

Lhas'an: Giving up a location to survive; necessary withdrawal, retreat.

Lhas'rehn'na: Lit: Shattered jade. Noble sacrifice

Li—: (Prefix) Accept, embrace, bond, union, unite, or welcome

Li'sun'yi: A type of wild flower on T'au.

Lissera: Union, together, combined, pairing, or grouping

Lissera'ki: Kin, family, or family unit

Lo: What comes after, children, descendent

'Lo: (Suffix) Denoting offspring, children, or descendants

Lok: Hole

Lok'mesme: Crater or impact site.

Lu: Tranquil, at peace, harmony

Lu'val: T'au Septworld's largest moon; site of warp drive discovery, "person of peace"

Lynu: Steadfast or persistent

M

M—: (Prefix) Similar to English "un-" or "non-" prefixes." Used the same way one might create a description for something that does not work such as "nonviable"

Mal: Insect or insectoid

Mal'caor: Web spinner/creator. Arachnid or spider

Malk: Admonishment or disapproval, a trial. A lesson to learn

Malk'la: Ritual censure of an individual. A chance for correction. While dreaded, this is an important part society.*(see page 81)

Mal'kor: Tau word for the Vespide.

M'cova: Rigid, unbending, or unbroken.

Me—: unkempt, dirty, scrawny, or unlikeable.

Me'drek: Hard night, difficult night, or prey night.

Mesa: To mark or identify. A marker light.

Mesa'savon: Focus, zero in on.

Mesme: To add, to combine, or to have association.

Mesme'he'vash: Deal, accord, compromise, contract, or pledge.

Mesme'y'ta: Docking, a notion of safety or safe harbor amongst the Air Caste.

M'lithe: Unable to understand, confusion, or ignorance.

Mo: I as in “first person” singular or me.

Mon: Black or deceptive. Color associated with the dead or inoperative.

Monat: An individual, alone, or acting alone. Carries a negative connotation. Could also mean loner or rogue.

Mon'erue: Blood feud, dark rivalry, or generational conflict.

Mon'kak: Lit: Black sand. Gunpowder or crude explosives.

Mont: War, battle, or loss of life, darkness

Mont'au: War Age or Age of War. Sub-meanings refer to the anarchy of the early Tau histories. Can be translated to the Terror.

Mont'au'gue'la: Typically refers to Chaos oriented humans.

Mont'ka: Lit: Death Strike. Killing blow or fatal blow.

Mont'kak'ci: Lit: Fog of war. Unknown military variables.

Mont'ki: Blood price, high price, or “the butcher's bill.”

Mont're: War strength or warlike.

Mont'shasaar: Lit: The Fire that burns the Dark

Mont'shasaar

Mont'sel: Combat tactic, terror tactics, sabotage, or assassination.

Mont'vesa: Lit: War bringer. Warlord, great ruiner, or one who welcomes madness. In antiquity these were the leaders of the plains warriors who waged war against the river-valley cities of T'au during the Mont'au.

Mont'yhe'va: Lit: Devourer of Hope also known as the Great Axial Rift or the Cicatrix Maledictum.

Mont'yr: War experienced. Veteran, or blooded.

Moriin: A type of resin, described as dark-tinted with icy impurities with glimmering nebulae of colored dyes.

Mor'toni: A reactive mineral used in the generation of ion technology and weaponry. (6th ed Codex)

Mu —: (Prefix) Positive, good

Mu'fo: Lit: "Good Ground" a sponge like gravel that Tau prefer to walk on, much like decomposed granite only a smart material that reforms.

Mu'mont: Lit: Ceasefire (Last of Kiru's Line)

Mu'ort: Anvil

Mu'gulath: Good hope, opportunity

Mu'gulath Bay: Gate of Good hope, a primary Third Sphere Sept.

M'vash'la: A rude person, interloper, or intruder.

M'yan: Unhappy, sad, or melancholy.

M'yen: Unforeseen or unexpected.

M'yenshi: Unforeseen victory or unexpected victory.

Myr: Knife

N

N: Second, in reference to placement rather than time.

N'el: Second most important; can be in reference to the second 'Shas'O' for example (*Last of Kiru's Line*)

Na: Short blade, combat blade

Naga: Serpent, snake

Nai: Carbohydrates or starch in reference to a food's nutritional content.

Na'lissera: Bonding blade. A ceremonial blade not used in combat or utility. The members of a Firewarrior bonding group will spill each other's blood in a ritual which is left on the blade and sheathed then sealed.

Nan: Sword or blade. Has a more brutal connotation like the English word for cudgel.

Nan'sha'is: Sword wind. Refers to a sudden fast change. An attack made by Eldar forces.

Nami: A guard, a sentinel, dedicated, dedication

Nars/Nar: Stone or rock. Mineral.

Nath'pa: Intuition, street smarts, or wise by hard methods.

N'dras: Lit: Second riches. Second chance, also a Tau Sept world once abandoned for unknown reasons. It has a green star which has turned the Tau skin their a similar, unusual, hue.

Nel: The self, self-comprehension, and awareness. Positive connotation.

N'el: Second in command to a'O rank. This differentiates other 'El that do not hold the position of next in line to the 'O.

Nem: Piercing

Nen: Bow. Considered the noblest weapon with connotations of patience, balance, and skill.

Nen'saro: Bow and arrows.

Neuk'yen: Survey, study, or examine.

Nim: Foodstuff or food. A staple meal or sustenance. To feed or sustain.

Noh: Problem, difficulty, or difficult, a question. As a suffix it can denote that the topic or subject is problematic or concerning.

Nont: To question or doubt. Highly negative connotation.

Nont'ka: Time of questioning or without leadership. Used by the Ethereals.
Similar to the notions of a panicked herd of animals running off a cliff.

Nov: Equation or result, conclusive.

N'saal'cha: Second birth, reborn, or rebirth.

Nunco: To change, changing, evolution, evolving, progress, evolve, to better, to improve, or to become. Positive connotations.

Nunco'suas: Change as a concept. Similar to the Tau'Va

Nuni: Thanks, my thanks, or thank you.

Ny: Fur or hair

Ny'mal: Silk

Ny'oni: Fur-covered

O

O—: (Prefix) High commander. Heroic commander. Greatness or apex of ability.

This prefix in a Tau name denotes the highest Tau rank that one can achieve.

Ohdra: Drill, practice

Oi: Shining or glittering.

Ol: Bright in relation to light intensity.

O'leath: Founder

Olku: Decision or choice.

Olku'du: Choose, chosen, or selected.

Ol'lel: Bolt of light or energy bolt.

On: Sight, literal vision, or to see.

Oni: Covered, cloaked, shrouded, or hidden. Cloaking mechanism.

Oni'dr: Shroud, veil, cloak, or cape.

Oni: To cover

Oni'tak: Cloaking material or camouflage.

Or — : Foundation, jurisdiction, or dominion. Also a designation for the largest capitol ships.

O'ran: A courageous act.

Ord: Planet, world.

Ord'caor: Worldshape, terraform (or "t'auform)

Or'es : Strong or powerful. Each caste has its own consideration of what this would mean. For example, to the Aun, it would mean compelling; to the Shas, it would mean powerful; to the Por it would mean charismatic or influential; and to the Fio it would mean robust or stout.

Or'es El'leath: Custodian class vessel.

Or'mon'kor: Hunting drones or sniper drones.

O'res'la: Barbaric or proud. Can also refer to Ork Raiders.

Oshi: To see.

Oshi'ka: Overwatch, covering fire, supporting fire.

Ov: Tip, point, spear point, or penetrator

Ovr-: (Prefix) The lead element, before, ahead of, or vanguard.

Ovr'la: Scouts, outrider, or recon.

P

P—: (Prefix) , fluid, or fluidity, can also be a location. Can be used as a preposition to denote relative location of an object or area such as in, at, or there.

P'aku'tau: Lit: Wondrous liquid. A semi-sentient liquid harvested on a secret world within the Empire that has incredible healing qualities that far surpasses any technology.

P'ao: A game played by Firewarriors in which they bet over pieces not unlike dice

Pech'vesa: Refers to those Kroot who serve within for the Empire.

Phor'yinn: High yield explosives used in heavy demolition.

Pik: Razor or scalpel, sharp.

P'ka: A rain shower.

P'ka'la: A drizzle, rain.

P'na: Rain or “to rain down”

P'sho: Liquid fuel such as gas or oil.

Po: Water

Po'cyr: Water cycle. Tides specific to the ocean.

Poi'sell: Meat

Pok: To negotiate, diplomacy, or dialogue.

Pok'cal: Hard negotiations or ultimatum.

Pol: A popular type of hat that is broad rimmed and provides shade.

Traditionally worn by the Water Caste.

Pol—: (Prefix) Civilian or non-military connotation. Example: pol'por is a water caste civilian. Note: there is no such thing within the Fire Caste, even children are soldiers.

Pol'tsen: Hostage recovery.

Por: Water Caste.

Por'sral: Propaganda campaign.

Q

Q—: (Prefix) The same or same as.

—Qan: (Suffix) Bearer of, bringer of, or carrier of.

Q'po: Feminine or female.

Q'po'lis: Sister

Q'fo: Masculine or male.

Q'fo'lis: Brother

Qu: Risk, at risk, or scared.

Qu'ath: Armed or dangerous.

Qua: A dangerous creature

Qua'shai'dha: Lit: Feathered serpent who makes promises (Shadowbreaker)

R

R—: Long, lengthwise, or length.

R'ny: Lit: Long hair. Braid of hair.

R'ela: Arm

Ra: Upright, tall.

—Ra: Artificial, something made

Rae: Son

Rai: Head

Raik: Time. Specifically refers to the passing of time and/or measurement of time, you could also use this to place when something is happening.

Raik'an: Seconds

Raik'et: Present moment in time. Now, immediate, this second, current, or currently.

Raik'or kau'va: Moment of perfect patience during a hunt

Raik'ors: Minutes

Ranon: Perseverance

Rashi: Leftovers, the rejects, rejected

Rauk: Selfishness, pride

Rauk'na: Lit: The ungiving, "Tau who are not Tau", an unclear term, perhaps to described the Enclavites or those Tau who do not put the Greater Good first

Ray: Walker

Ray'mont: Lit: The lifeless walkers/death walkers. Necrons

Re: Strength, effort, service, or work

Re'es'cha: Integrity or honor

Re'kilto: Records, service record, or background

Ren: Savage

Res: Barbaric, brutish, or uncivilized

Reth: To teach, to instruct, or to inform.

Retha: Temple or university.

Rhen'na: A precious stone analogous to jade. It represents high value.

— Ri: (Suffix) denoting tradition, traditional, classic, or antique.

Ri: Dagger

Rip'yka: Meta strategy of cumulative strikes. Known as "*A thousand daggers*".

Rin: Perfect

Rinyon: Meta Strategy of envelopment that incorporates both Mont'ka and Kauyon. A perfect hunting strategy. Known as the 'circle of blades'.

R'myr: Long knife.

Ro: Mind, brain, or head.

Roi: Smell, to smell

Ro'ka: Head-shot or a perfect blow.

Ron: Genetically altered, skin shaped, or biologically engineered.

Ro'silva: Dreams, to dream, or mind vision. With only one known exception (Commander Eclipse), the Tau do not dream as they have very little interaction with the Warp. As a result, the notion of a dream (the 40k version) is unknown to the Tau. The closest thing the Tau have to this are meditative visions which they can achieve in trance like states.

Rotaa: Day

Ru: Built or crafted. To build, establish, or construct.

Rua: Zone, surface, or section.

Ru'fio: Built by the Earth Caste. Structure or building. Refers to buildings in general.

Ru'jhor: To build up or fix.

Run'al: Small building.

Ru'an: The word for game

Run'oni: Hidden building or military outpost.

Ruu': (Prefix) Completed or finished, fulfill.

R'varna: Lit: Burning Rain, the name of a Kel'shan Commander and a larger scale suit variant.

Rysm: Barrier, defending tool, door, or hatch.

S

Sa: Beginning, or the start. The word carries positive connotations. "New" or "young".

Saal: A child or youth. The first rank of a Tau.

Saal'cha: Birth

Sar: Shield, traditional (Kauyon)

Saro: Arrow, shot, or deal with.

Saro'jhi: Lit: Broken Arrow, also known as Broken Purpose; this is how the Fire Caste responds to the death of an Ethereal. Not uncommon for suicide or deep depression to set in.

Saro'ka: Neutralized or taken out of the equation.

Sasa-: (Prefix) Denotes something deadly, toxic, or sickly.

Sa'shas: Dawn, morning

Sa'taa: Hello. Informal greeting between friends.

Sav-: (Prefix) Denotes future tense. Example: Sav'wer'na would mean the upcoming assault.

Sav'cyr: The future.

Savon: Sight, to see, seeing, or view, keen eyed

Saz—: (as there is no 'z' pronounced 'sch') Body, physical body

Saz'nami: Close guard, or bodyguard. Fire Caste elite who are dedicated to a commander or Ethereal's safety much like a Shas'nel.

Scree: Described as the animal which Tau used for cavalry during the Age of the Mont'au (Empire of Lies)

Seh-: (Prefix) Something sacred or holy.

Se'hen: To ride. Word carries dangerous connotations.

Se'hen che'lel: Lit: Riding the lightning. Can refer to a single-service pod which delivers personnel much like a drop pod.

Senshi: Comrade or friendly.

Sha: Warrior or soldier. Can also mean 'a fire' or 'wind', very common word

Shalas: Lit: Swiftflame, a moniker, potentially a title (Kauyon)

Sha'ray: Lit: Windwalker Although most large vehicles fall under the Air caste's purview, the Fire Caste still employs many smaller craft. Fire Warriors might find themselves piloting Piranhas or Devilfish or other such machines (Rogue Trader)

Sha'is: Cold wind, cold front, or breeze.

Shan'al: Coalition

Sha'ng : Remote strike or distracting fire.

Shao: Rifle

Sharrek: Dark wind, unlucky, or bad y.

Sharrek'ci: Fog or mist.

Shas: Fire Caste.

Shas'dr: Combat fatigues or military uniform.

Shas'hui: Battlenet. Firewarrior communication network.

Shas'ken'to: Fire Caste tradition. Doctrine of the Fire Caste.

Shas'ka: The sun. May refer to T'au's sun specifically or denote a local star.

Shas'ka Demlok: Lit: Canyon of the Sun. An enormous canyon carved by wind erosion running due north for 9000 miles from the equator on the planet Vior'La

Shas'ka'sho: Lit: Sunfuel, the fluid that is used in flamethrowers

Shas'ka'vr: Sunset, sundown

Shas'len'ra: Cautious warrior. Can also refer to a philosophy and battle doctrine.

Shas'nel: Tau Firewarriors who forgo advancement to XV suits, considered a great honor as one understands who they are within the fabric of society.

Shas'ohdra: Fire Caste drill; formations face extended target practice (Mont'ka)

Shas'savon: Keen eyed warrior, marksman

Shas'shi-: Lit: Victorious warriors. An honorific given accomplished warriors.

Sha'suam: Fire Wind, possibly an archaic term for the proto-Fire Caste tribes
before the coming of the Ethereals

Shav: halberd, long blade, two sided spear.

Shav'Aun Kai: Heroic blade of the master. This could be the term for an Ethereal
honor blade.

Sh'elve: Seriously injured.

Shi'bap: Lit: Great loss. A curse or obscenity

Shi'eldi: Veteran pilot or a pilot ace

Shi'oni: an experimental cloaking ship used by the Enclaves (Mont'ka)

Shi'ur: Strong triumph (Fire Warrior)

Shio: Face

Shio'ny: Beard

Shio'he: Nostrils, nasal cavity, olfactory chasm, or breathing organ. The Shio'he
can denote non-verbal expressions. Note: Tau smell through their mouths,
not their nostrils which is much more sensitive and humans and is the
primary sense (source: Xenology)

Shi'po'sha: Storm

Shi'ray: Giant walker or great strider. Can refer to a titan. In antiquity, this would
describe the macro-ungulates that the Tau coexisted with on the plains of
T'au before they were hunted to extinction.

Shiro: Battlements or defenses.

Shi'ur: Great triumph.

Shi'va: Great victory.

Shi'va'po'sha: Hurricane, tempest, or violent storm.

Sho: Energy, power.

Sho'gi: A game played by Firewarriors, possibly other Tau, similar to chess

Shoka'uu: Exclamatory, lit: "Keep going eternally!", a cheer

Sho'or'es: A power generator

Sho'aun'or'es: Source of power or reactor, possibly slipstream drive

Shoh: Inner light

Sho'ka: Vigilant or stalwart.

Shoka: Impossible, inconceivable, or something otherworldly.

Sho'kara: Warp gate or warp lens. The portal in which a Tau ship passes through to the Warp.

Shoka'ufa: Unbreakable, unkillable, or eternal, forever

Shovah: Farsighted, foresight, intuitive of the future, or vision.

Shtlk: To defile or desecrate, a swear or cuss word.

Sia: Language

Sian'ha: infection, infected, those infected by Genestealers for example
(Shadowbreaker)

—Silva: (Suffix) Describing extra-dimensional abilities such as those possessed by psykers or “mind-science” users. In pre-unification times this would be considered a vision conjured by mystics.

Sin: Strangers, or mysterious people. Neutral or non-negative connotations.

Sin'da: Lit: Strangers from the dark. Negative connotation.

Sio't; Meditation, mantra, or prayer.

Siral: To return, safety, withdraw, or retreat. Note that this does not have the same negative connotation as it might for humans.

Skether: Message, petition, or communication

Skether'qan: Messenger. Can also refer to an escort ship that provides information to new systems as Tau do not possess FTL communication other than costly ansible arrays.

Sol: Particle, cosmic dust, nebula

Soo: Movement, artful, or skill

Soo'an: Movement tied to a location, dancing, or dance

Soo'ka'es: Immediate or quick deployment

Soo'sha: Martial arts

—Sorrall: (Suffix) Artwork, art, artistic object. Each Caste has their own style as do individuals. Example: Fio'sorrall- a subtle artwork that can be seen in their creations.

S'peiy: Bottle or container

Sral: Campaign, organized movement or effort

Su: Grey, the color of the dead or wounded.

Syl'lek'an: Midnight wind, storm, or tempest.

Syl'lek'Vash: Rift storm, etheric storm, or warp storm.

T

T—: (Prefix) Good or a positive connotation

Ta: Soul or spirit, to be stern, confident (Kauyon)

Talos: Scope, extent, breadth (Kauyon)

Ta'dras: Salt

Ta'dra'ik: A salty candy that one sucks on or licks

Ta'kn: Reproduction, copulation.

Ta'ra: Lit: Artificial Spirit. The name of the Artificial intelligence that assists within Battlesuits or weapons systems.

Taal: Preservation, to save, to be safe, or to make safe.

Taal'a: Landing or to land.

Taal'cyr: To rest or to sleep.

Ta'lissera: Communion, covenant, bonding, or bond.

Tal: Communication, talking, conversation, discuss.

Tal'hyen: Relay communication beacon (8th ed codex)

Ta'ro'cha: Three minds, one purpose. Colloquial for bonded teams of three, also in reference to the three Ethereals who traditionally accompany large endeavors.

Tas—: (Prefix) Used to intensify or accentuate the word it modifies. Similar in use to the word “very.”

Tas'tem: Delicious, tastes good

Tastem'ci: Aa mild narcotic with a variety of flavors that is inhaled

Tash: Enduring, adapting, endure, or adapt.

Ta'shiro: Fortress or fortress station.

Tas'raik: present, ready, or now, immediate.

Tau: Good, good meaning, or positive.

Tau'kon'seh: A Tau festival and a time of ritual hunts.

Tau'shas'va: Overall term for the Tau military (includes Gue'vesa for example)
[Broken Blade]

Tem: Taste

Tha—: (Prefix) Living, alive, or life source.

Tha'ai'kn: The heart organ

Tha'hasiro: Lit: Living weapon. The name of Shas'O Kais who studied under Puretide.

Thara'ha: Blasphemy, a concept or action against the community, curse

Tha'sha: Lit: breath of life, breathing

T'haut: Eclipse, to eclipse, also a stellar event.

Tha'vattra: Lit: life fleet. The name of the Nicassar migratory fleets. They exist in and around the Tau Empire as well as far as the galactic North in the Ghouls Stars.

—Thle: Volume, book

Tinek: Diamond

Tinek'ain: Computer

Tinek'kaara: Tablet computer. Also called "flex screens."

T'koreth: Galaxy

T'na: "They", their, those, or others.

T'na'cha: Of another purpose, to reconsider, or "on the other hand."

To: All or all of us, "we"

To'ant: Preliminary, before the start of something

Tokai: City

Tol: Command, authority.

Tol'tor: Place of power, position of power, bridge, or command point.

Tor: Position, hardpoint, tower, keep, or fort. Can also reference rank.

Tor'an: Bunker, a reinforced position.

Toros: Corpse or a dead body.

Torq: Starboard/right.

To'tau'va: A colloquialism meaning something like "All for one, one for all"

T'pel: Flower. Can refer to a specific type of flower from T'au.

T'repa: Needle

T'repa'kar: A monofilament needle that interfaces Tau technology with users
allowing for a complete interface much like Space Marine armor

T'roi: A good smell

T'run: Secure, to guard, or make safe

Tsaya: Love, caring, or familial love

Tsen: Bring back, catch, or reclaim

T'soo: A promise, goodwill, or good showing

T'soo'sa: Lit: The promise of the future. Baby, babies.

Tsua: Thought or idea

Tsua'ain: Lit: "thought tool" computer, computational device

Tsua'm: The middle, placate, compromise, middle-ground

Tyr: To gaze, to look, or to concentrate

U

U—: (Prefix) Born of, child of, or belonging to a common bloodline.

Ua: life

Ua'lenta: Price of years, or "time debt" time spent in stasis

Uash: Major, important, must, or required.

Uash'O: Major command, central command, or the overall command of a Caste in a star system, world or sept. For example, Fio'Uash'O is Earth Caste Command.

Ua'tha: Lit: necessity for life. 'Leg' as well as a concept of importance

Ufa: Breakable, fragile, or weak

—Ui: (Suffix) Second. The second rank above 'La

Ui: Survivor or toughened, venerable, tested

Ui't: Canid, "low to the ground," or scavenger

Ukos: Spoon or utensil

U'kysa: Unity, union, or communality

Ula: Predator

Upt: Mountain (Codex)

Upt'ar: Apex or summit.

Ur: Strong

'Ur: (suffix) Side, position or location (Rogue Trader)

Uu: Forward movement or to advance, momentum

Uu'an: To approach, encounter, meet

V

Va: Great, grand, or important

Va'ul: helmet, casque

Vaal: Group, unit, or team

Val: A person or item of importance

Val'cova: Lit: To love an exalted idea, a term for religion or a cult

Val'cova'la: Devotee of a religion or cult

Va'da'an: Great Void. The Tau descriptive for the Damocles Gulf

— Vah: (Suffix) Denoting a great distance. Example Ka'vah: a long shot

Vah: Cannon

Vah'cha: Goal, aim, objective, or target

Vah'cha'va: Paramount goal or primary objective

Vah'cha'vral: Secondary or tertiary goals

Vah'monat: A relatively new term representing Tau operating far from the empire. Far-flung or errant.

Va'h'na: Tremendous attack, ultimate strike, or knock out.

Vahra: Downpour, tempest, or dangerous rains that cause flooding.

Va'is: Trade or commerce.

Va'koreth: The universe, all of creation, the cosmos.

Var: Lit: To Burn. Can also mean raiding or marauding.

Var'fa: To threaten, threatened, offended, or offend.

Var'na: Massacre, to attack ferociously, or continuous attack.

Var'sin'da: Lit: Marauders from the Dark. Tau word for the Dark Eldar. (Fire and Ice)

Vas: boundless, without end (Kauyon)

Vash: Between or a combination of

Vash'ya: Lit: "Between spheres" a Sept as well as the philosophical notion of being 'between Castes' such as the Earth Caste's use of artwork in their buildings or an intrepid Firewarrior who improves their battlesuit.** (see page 81)

Vash'aun'an: Warp space, or possibly 'between celestial places'

Vash'yatol: Lit: The long walk between spheres (Fire and Ice)

Vasoy: Boundless or without limits

Va'vral: Short sighted, green, inexperienced, or untested

Va'vra'la: Rookies or untested warriors.

Va'yan: Happy, optimistic, good emotions, nice.

Ve: Crew, unit, or section.

Ves: Assist

'Ves: (Suffix) the name of the Drone 'race' as a whole. One denotes what type of drone via the Caste they are associated with (Shas'ves, Kor'ves) which the Ai takes on the personality traits of the associated Caste (Last of Kiru's Line)

Vesa: Helper, give a hand, offer help, gift, or faithful.

Vesa'oni'vash: The name for a Stormsurge Walker

Vesa'oni'vash B'la: Giant Shepherd; a pilot of a Stormsurge Walker

– Vi: (Suffix) The weight of something, also denoting class or type.

Ves'noh: In need, to ask, or to ask for help, question, to ask a question (Codex Tau Empire)

Ves'ron: Robotic intelligence.

Ves'ron'gue: Robotic being.

V'harra: Hunger or hungry.

Vi: Heat, hot, temperature

Vior: Temper, aggressive, or anger.

Vior'la: Hot blooded, also the name of a Tau Sept.

V'os: Javelin or light spear.

Vos: Inevitability

— Vral: Undercut, undermine, surprise, or slow.

Vras's: Decline or refuse.

— Vre: Middle rank.

W

Wa: Giver or provider.

Wei: Wisdom

Wei'tsaa: Contemplation of nothingness, to find calm in emptiness (pronounced "way-st-aa")

Wer: Artificial, unreal, fake, or counterfeit.

Wern'na: Assault, sudden attack, or charge

Wolaho: Bright colors

Wolaho'len: Rainbow

X

Xar: Pilot

Xar'vesa: Battlesuit

Xesa —: (Prefix) Denotes the past

Xesa'cyr: The past, previous year.

Xesa'dem: History or past event.

Y

Y: One, individual, or single, "me" "I"

Y'a: "You", other

Ya: Sphere, a colonial zone.

Yal: Pure or root. Y is one and al is structure. Taken together, it means of one structure.

Yal'cyr'kul: Puretide Engram Implant

Y'alag'ki'y: Murderer

Yal'sho: Shield or protective barrier.

Yal'sho'aun: Energy shield.

Yan: Feeling or emotion.

Yanoi: Moon, orbiting body, or companion.

Yanoi'kais: Lit: luminous expert. Genius.

Yanoi'ol: Moonshine or incredible beauty.

Yarox: Anchor or gravity.

Yarox'lok: Gravity well.

Yash: Outside of or beyond.

Yash'ya: One who thinks outside the box, intuitive, or one who understands concepts outside of their comfort zone or caste.

Yatol: Journey, adventure, can be both a spiritual and a physical process (Fire and Ice)

Ye: Daughter (Last of Kiru's Line)

Yebe: Hoof or feet.

Yebe'geli: To travel by foot or to walk.

Yebe'j'cal: Lit: Soft-foot, a curse or jibe at humans

Yel: Settlement

Y'eln: Patience, reserved

Y'eldi: Winged one or excellent pilot

Yel'la: Town, settlement

Yel'ui: Large village, suburb

Yel'va: Prefecture or district

Yel'va'un: Arcology. A Tau structure similar to Imperial hive cities but not as large

Yel'vre: City

Yen: Imagine, imagination, consider, or think ahead.

Ye'qua'li: Radiation

Y'he: One and many. The Tyranids.

Yhe'mokushi: The Tau word for Genestealers

Yhe'va: Great devourer or dangerous maw.

Yhe'va'da: Black hole or singularity.

Yi: A flower. The section of the face below the eyes. Cheeks.

Yio: To hear or listen. Heard.

Yio—: To denote a performance or entertainment

Yio'dao: Acknowledged, understood, or comprehend.

Yio'elro: Vocalized music or singing.

Yio'soo: Music

Yio'xesa: Opera

Yio'xesa'kek: Comedy

Yio'm'yan: Tragedy

Yio'cano: Drama

—Yl: Denoting reptilian

Yon: Patience, diligence, composure, restraint, or poise, stop, cease

Yor: Growth or biology.

Yor'ik: Coral

Yor'ik'tak: An alternative construction material that uses biological substances rather than nano-crystalline structures.

—Yr: Experienced, veteran, or accomplished.

Yra': Wall, enclosure, pen, cage, or barrier.

Yra'il: Boundary, borders, or region.

Y'ro: Lit: One mind. The act of linking, interfacing, or connecting.

Y'th: Port, harbor.

Y'th'an: Hangar

Y'vakra: lit: single rain, bringer of rain, or downpour

Y'va'ro: Vast mind. Networked intelligence or super computer. Multiple
Kor'vesa interlinked.

Z

As to date, there is no letter "z"

Literary Examples

While creating this document, several proofreaders asked for some examples of how Tau sentences could be created and, so, I asked them to use the lexicon to create some Tau sayings and poems we think *sound* like Tau would have written them:

Re'uu Tau'va to ovr'dem

Gue'cova var'fa beren fa'uash

T'na'cha eta to lhas'rhen'na

-Shas'O Tash'var E'ren Nar'soo'an

Work toward the Greater Good of all before everything.

Destroy any that would threaten our community.

Even if it is we that must be sacrificed.

~ **Commander Stonedance**

Tau Time Units

Raik: A general term for time.

Raik'an: A Tau "second."

Raik'ors: A Tau "minute."

Dec: A Tau "hour."

Rotaa: A Tau "day." Note that there are ten decs in a day.

Drek'rotaa: The evening part of a day. Note that Tau are culturally nocturnal, so this is a more active time for them.

Kai'rotaa: Eighty rotaa in a Tau month.

Tau'cyr: Six kai'rotaa in a Tau year, also called a 'cycle'.

Tau'cyr'ui: Eight Tau'cyr, the Tau equivalent of a decade.

Tau'cyr'el: Forty Tau'cyr, the Tau equivalent to a century. Has the same connotation as "generation".

Seasons of T'au

While officially there is no canonical order for the seasons of the Tau homeworld, they appeared in the Forgeworld Apocalypse book. Here are my interpretations based on their rough translation and a fifth added season at the end:

- Mon'la: Winter, the "small darkness," known for heavy rains. A time of community with long nights and storms.
- Ran'ui: Spring, the time of "building, strengthening." A time of sowing and building before the harsh summer.
- El'ranon: Summer, the "time of difficulty" (Lit: high difficulty or perseverance). The third and longest season with long hot days. A time of historical danger as predators hunted the plains or armies clashed in the Mont'au.
- Ka'sa: Fall, the "Great Beginning," A time to bring in the harvest. The fourth season.
- O'au: The "time of wonder." The shortest season comes every four cycles. It is a time of portents; the three moons of Tau align and eclipses takes place amidst bands of auroras. The sky is filled with stars even during the daylight cycles and marks the end of the natural year. The season is filled with merrymaking for the Tau to this day.

Numbers

Tsaa: Zero

Y'eg: One. Is associated with bad luck, similar to thirteen.

N'or: Two

Ta: Three. Is associated with balance, especially as associated with good, bad, and neutral concepts.

Ch'i: Four

Tav: Five. Is associated with good luck and carries comfortable connotations as there are five Castes.

Tsurg: Six

Dolu: Seven

Niam; Eight

Niam'y'eg: Nine

Ch'i'tsurg: Ten

Kuatha: One Thousand

Note: There is no natural 9 or 10. These numbers are created by forming new number combinations with the first eight. This is because the Tau use a base-8 number system. Numerology and the meaning of numbers can change depending which combination of numbers is used to describe the fraction.

Additional foot stamps or taps and guttural clucks denote higher ranges of numbers.

Add "-em" to create the ordinal effect similar to "-th"

Colors

Angr: Orange

Bor: White (wisdom, the sunlight of T'au, foundation)

Dom: Yellow

Drasa: Gold (the color of optimal, good)

Kilaa: Deep red

Ko'g: Blue (the color of life, blood, vitality)

Kyrn: Purple/Violet (the color of mourning)

Mon: Black (the color of death)

Rhen: Green (high value, wealth)

Su: Grey (the color of danger, critical damage)

SEPT NAMES

Sept names tend to follow some kind of cultural connotation of what the colony was/is about before its elevation to a full administrative center for a series of systems.

T'au

Tau'N

Vior'la

Sa'cea

Dal'yth

Tash'var

Tau Society

and

Cultural Traits

Tau live on oxygen rich worlds that are preferably warmer than human standards. They have evolved their technology to adapt to harsher environments or in large cases, force those environments to become more habitable to suit their needs.

These are accomplished with *Enviro Engines* (Mont'ka) which aim to terraform worlds, even those as badly ravaged by human industry like Agrellan, also known as Mu'gulath Bay. Tau can also colonize and 'Tau'form' hollowed out asteroids (Black Tide). It should be noted, however, that the Tau seek to find balance in ecosystems and leave many of their worlds 'natural' unlike humanity which construct planet spanning cities and hives.

Unlike the Imperium, a Tau finds differences between themselves and other races as well as technology as a whole as something to be embraced. Tau recognize that other species possess different traits and abilities that the Tau do not have and that those shortcomings are not shameful. By uniting these differences, the Greater Good is furthered. Therefore, xenophobia, as a concept, is not only alien it is considered detrimental to the entire concept of the Tau'va (FFG Roleplaying Game).

This is not indicative of *all* of Tau culture as we see with Kel'shan and Mu'gulath Bay Septs and the many worlds that are influenced by their Sept primes, are openly hostile to too many aliens.

Tau living standards are very high when compared to the typical Imperial citizen. Potable water, medical care, food and clean air are all hallmarks of Tau necessities for their people which are, in turn, regulated by what the social needs are on a case by case basis. This has lead to a post-scarcity economy, however, this is balanced by strict breeding practices.

Tau populations are planned out generationally. While seemingly horrific to modern-human proclivities and opinion, remember that the Tau seek community first while humanity seeks out purpose through individuality. Tau do couple in “pair bondings” and they do have family units (Tau Codex, Last of Kiru’s Line ect, Black Tide) showing an importance of family lines and familial affection. The Tau are not “ants” or unfeeling and often reveal a deep and real affection for one another and their siblings.

It should be stated that, at least canonically, Tau families are large but are accomplished via the same pairing (Last of Kiru’s Line).

Space travel is not uncommon but can be expensive, and not all races are allowed to freely move between planets or star systems possibly for security reasons. Trade routes as well as “messenger ship” routes are vital for the Empire as resources and personnel are moved from one region to another. The Tau do not have *faster then light* communications and so must rely on relatively direct contact to transfer information and resources.

The Tau are voluntarily and culturally nocturnal, needing to sleep about two decs within a standard day. This is, conceivably, as a result of T’au’s hot midday cycle. It should be noted that the Tau do not “dream” due to their small relationship with the Warp.

I found it interesting that the Tau are also apparently bad swimmers!

Note: *in Warhammer 40,000 dreams are the Warp touching your mind. There is a single exception to this from the Road to Medusa booklet in which Shas’O Te’haut experienced a vision during his sleep during Warp transit.*

Finally, the Tau are remarked as being, at least culturally, vegetarian with the exception of some Fire Caste ritual hunts. Each example we have of the Tau culinary practices shows them eating strange and colorful vegetables and nutrient ‘cubes’.

Burial rights are different from Caste to Caste. We know that, canonically, the Fire Caste burn their dead in ritualized cremation and that they will recover their dead when able to perform such final rights. By contrast, the Earth Caste ritually bury their dead.

Fire Caste Culture

The Caste system of the Tau was implemented by the first Ethereals for an unknown reason. Each Caste has its role but more importantly each Caste is not allowed to produce children between them; again, for unknown reasons. This has resulted in five distinct sub-species (5th edition Rulebook) which either cannot, or will not, procreate.

The Air Caste live almost exclusively in void-based orbitals where they operate the starships of the Empire. The Earth Caste are artisans, builders and scientists while the Water Caste are bureaucrats, diplomats and are known to have lead expeditions into the unknown, most notably; Por’O Dal’yth Kiv’rai who made first contact with the Kroot. The Ethereals are the fifth Cast, rulers of the Empire and advisors to all. The following will focus on some aspects of the Fire Caste, the warriors and defenders of the empire.

The Fire Caste is diverse in its approach to execution as well as its internal culture. There are Tau traditionalists who place importance on Tau culture while others encourage inclusivity. Fire Warriors adopt the customs of auxiliaries and even their enemies in order to understand the mindset. An example of this would be Tau incorporating Low Gothic into their speech during the battle of Dal’yth in the Second Sphere.

Colloquialisms and Quotes

Old Thin Lip: A colloquialism for an old Tau, similar to ‘long in the tooth’.

Taal Saal'y: A doctrine implemented by the Fire Caste in which the last child of a family unit is removed from combat duty should the individual agree in order to carry on the bloodline.*

Firewarrior Bonding Ritual words: "Though the suns shall be sundered, though the mists of destruction shall blind us, I shall stay true to you, to ourselves and to the Greater Good. So I swear by this line on my palm. I shall fulfill my bond to you, unto death and beyond."

'Vrass al'shon kwn'sha: Longstrike's saying 'some traditions refuse to die'. (Kauyon)

Greetings and Salutations: It is not uncommon for Tau of any Caste to greet one another by saying: "Ko'vash Tau'Va" to which the response is "Tau'va Ko'tash" which effectively means in this context: "We strive for a Greater Good" and "May those who strive endure".

* Tau seem to have large family units with several examples of three children per coupling. While children are raised in creches, they do have connections to their parents and derive a cultural value from their bloodline.

Fire Caste Ranks

Shas'O'Ar: The ranking Commander of a coalition, often the eldest (not a permanent position)

Shas'O: Commander, overall military leader

Shas'El: Sub-Commander, frontline military leader

Shas'Nel: Fireblade

Shas'Vre: A high ranking officer, bodyguard, military advisor

Shas'Ui: Battlesuit pilots, unit leaders

Shas'La: Line warrior, warrior

Shas'Saal: Cadet, trainee

From these ranks there are the Shas'shi (warriors of renown) the Saz'Nami (bodyguards of the Ethereals).

Tau Culture

Taken from a vast well of information from Black Library you have all different types of ways to interpret the Tau. Here are some interesting aspects that have been mentioned in books like Fire Caste, Firewarrior and the Taros Forgeworld books to name a few.

Evolution: It is said multiple times that the Tau are voluntarily vegetarians with the possible exception of the Fire Caste who might eat meat during special occasions. It would make sense as the Tau regard all sentience, including the 'neo-sentient' drones to be special. Per Xenology and Liber Xenologis, we know the Tau likely evolved from ungulates or bovines with evidence in their multiple stomachs, poorer eyesight yet excellent olfactory senses and upper-range hearing as well as their cloven hooves.

Lifespans: Tau are said to live between 40-60 years that, according to the most recent codex, is one of a quick childhood-to-adulthood and a blessedly quick declination to a rapid senior period. The Tau seem to look down on artificially augmenting their comparative quick lifespans, regarding human "rejuve" treatments as a sign of weakness and selfishness. Elders are highly revered and seniority is often the deciding factor between Tau of the same rank.

Disharmony: The Tau don't seem to view those who can't 'fit' in the Greater Good as traitors or somehow despicable. Those who cannot find their place in the Greater Good are either given some form of therapy, or, are left to operate on their own and outside of the overall structure of command; such as Monat individuals. It seems like in many publications Commander Farsight's own disappearance does not represent a rejection of the Greater Good but an embracing of individuality. His rebellion doesn't seem to have an objective (he doesn't want to topple the Ethereals) but he seems to have a more 'pragmatic' view of the Galaxy whereas he regards the Empire as 'naive'.

Punishment: The Tau do not have prisons. Instead, they have rehabilitation and reeducation facilities for those parts of their society that is, for whatever reason, cannot find union with the rest of society. For those, like Farsight, they are expected to be given a Trial by Judgement in which his crimes, mostly propagating disunity amongst the Fire Caste, would be made public.

“Kin”: The Tau refer to other Castes in terms of “Firekin” “Waterkin” and so on.

Clan and Family units: The Tau seem to maintain family ties and bloodlines (*Kiru’s Line, Medusa V Campaign, Firewarrior*) but in a different way than humanity does. This relationship extensively but it is also worth noting that they also maintain some kind of Clan system (Sanctuary of Wyrms). Bloodlines don’t seem to grant any kind of authority but might be regarded in the same way humanity might regard a genealogy of race horses which aligns with their use of eugenics over bio-engineering.

It seems fairly regular for there to be siblings, although there has been no evidence of twins. Siblings maintain ties with messages to one another (3rd Ed Codex). These ties are not the same as the Ta’lissera Ritual and those who share it. Those bonded are considered to have reached a higher understanding of comprehending the Greater Good.

Tau do have ‘pair bonds’, at least amongst the Earth Caste and share romantic relationships even as they have rudimentary eugenics programs that pair individuals for procreation.

Leadership: Depending on the mission or mandate set by the Ethereals, it appears that a Caste will be placed in overall leadership. Exploration missions seem to be lead by the Water Caste for example with the Fire Caste serving when a situation might need protection. Perhaps the Fire Caste assumes control of the situation when a danger threatens the mandate as even Ethereals obey the commands of a Fireblade as he issues them when security protocols come into effect (*Blades of Damocles*). Each Caste seems to have its place, and, it’s time for authority. There is a strong sense of duty within the Castes; the Fire Caste fights, they will not deploy drone armies so that they *don’t* have to fight, for example.

The Tau achieve their ranks via Trials which can be either actual combat or problematic situations in which the individual is deemed by their superiors to have passed and should be elevated for greater responsibility. The Tau do not seem to differentiate between simulated events to actual, especially since their virtual reality is seamless to reality (Farsight Codex).

It should be noted that on several occasions, after the loss of an Ethereal, both Water Caste and Fire Caste leaders have taken over even if it means they are out of contact for years with the rest of the Empire (Taros, Phaedra conflict zones). Their leadership, however, seems to often forget the traditions and ways of the other Castes for their own methodology.

Dreams: The Tau do not dream as they do not have a relationship with the Warp (There is a single exception during the Dark Stars Campaign when Commander Twin-Eclipse experienced visions in route to a conflict zone while translating through the warp). The Tau do meditate extensively which offers them cerebral insight.

Bonding: Bonding is the ultimate expression of the Greater Good between Tau. It seems to be Caste based (there does not seem to be instances of inter-Caste bonding) and is considered to be a connection that is closer than siblings.

Alcohol/Beverages: The Tau drink very potent and sometimes hot alcohol in their pastimes (att: Dark Stars Campaign) and ritually (att: Codex Tau). It should be stated the Tau enjoy high flavor drinks and possibly food as their mouths and olfactory centers are much more sensitive than human counterparts.

Ky'husa: A potent drink taken by members who have just performed the Ta'lissera served hot and drunk quickly.

Tema'oyan: A highly prized and incredibly potent drink that appears as a gold/amber/brown syrup. It has some narcotic qualities that are enhanced by the temperature and speed at which it is consumed.

T'roi Nectar: The T'roi is a flower native to T'au who's nectar can be taken to create a mild and sweet tasting beverage.

Dzincta: An alcoholic beverage, served cold.

Ara'g: An alcoholic beverage similar to ale or beer.

Entertainment and pastimes

The Tau enjoy from several major forms of entertainment. The 'Por'Hui' network provides information about the greater Commonwealth and may in fact also promote an approved network of programs. Judging by the fact that the Empire possesses no direct FTL communication, the Por'Hui must be updated via Messenger Ship which contain a wealth of knowledge in their constant circuit around Sept space. Locally, the Tau are known to practice the following:

Kak'karra (possibly: kak'sorral): Sand Painting: Sculptures are formed in zero-g fields by an artist using sand.

Fio'sorral: An intricate system of inlaid cuts in almost all Tau buildings and creations. It seems to go unnoticed as it is so perfectly formed with the surface it is made on, by other races, and represents the physical manifestation of the Greater Good. It has also been theorized that it may have something to do with the fact that the Tau see further into the Infrared and so appreciate a range of sensory understanding beyond mankind.

Buan'shi: A complex form of robotic 'dolls' which the Tau greatly enjoy. Story telling of the age of the Mont'au are some of the favorites such as the story of *Aun'pellan*, one of the first Ethereals, who took two children from warring clans. The clans ceased fighting to find their children, thus learning the concept of working together and Tau'va before Aun'pellan returned the children.

Soo'he'an: Formal and informal dancing usually to traditional Tau instruments. These range from cymbals drums and wind instruments to more modernized instruments.

Sio't: Meditations. Meditations on the teachings of previous Tau such as Puretide's teachings. They are the reflections of great Tau which allow for introspection

Notable Colloquialisms

Bentu'la Tash: *The wise adapt.*

H'ai mesme'he'vash: *We have a deal!*

H'esav'geka: *We are better than you/bring it on!*

Aur'ocy shath'r'i tskan sha Tau'va: Second Sphere Firewarrior proverb of thanks and hope using archaic terminology, no direct translation: This is our time! Rise up! We will do this together for the Greater Good!

Jhi'nan T'cha'yen'ka: *A broken sword may still cut.*

Raik'or Kau'va: moment of perfect patience, the moment to strike, the moment to act, the moment to refrain, etc.

Va'yan Sa'cyr: *Happy new year!*

Ba'shi: *For victory!*

Honorifics

While the Tau typically disdain personal aggrandizement, they do recognize personal accomplishments. These are most typically awarded with additional names or trinkets which are woven into topknots and hair. It is not unusual for Tau to ritually scar themselves after an important event such as a Bonding ritual.

Here is a sampling of honorifics bestowed upon Tau that fought in the Medusa V Campaign:

- **An't Korst'la:** *The Reapers Mark/Mark of the Reaper*

The mark of the Reaper is a worthy acknowledgement as much as it is considered a curse. Although discretion is considered the better part of valor amongst the Empire there are instances where only ultimate destruction is called for.

Against the Y'he and the Imperium the Tau have had, on a number of occasions, been forced to commit every life to the defeat of a foe. Those who survive such engagements are awarded this mark signifying the sacrifice required by so many warriors.

Often the mark is bestowed posthumously to the record of the deceased. Those that live and bear it understand that sometimes only in death does one accomplish the necessities to further the Greater Good.

- **Ar'yen:** *The Recognized*

Every Tau is a member of a great community that strives every day to further the task of bringing the galaxy toward the Greater Good. However there are some who burn with a fire that makes them stand apart from their fellows. These heroes among heroes count commanders like Shadowsun and Puretide among their number. For one that has achieved and sought for victory, for one that is spoken of in the soaring towers of the White City, there is the title of Ar'yen.

This honorific is rare in the extreme, these individuals, often of 'O rank, serve the will of the Ethereals directly. They are often seen at the forefront of the most dangerous tasks that only they can properly accomplish.

- **B'suam:** *Shepherd of the Flame*

The origins of this title stems from before the arrival of the Ethereals to the plain peoples that would one day become the Fire Caste. Historically it was given only to the tribe's greatest warrior who would lead the hunts against the Ghor'ula as they slept in

their cave systems. Traditionally, a ring of smoothed sandstone was set at the head of the warrior's spear.

It has since become common to see the same stone interwoven into the bearer's hair. Shas'ui team leaders typically receive this after they have refused career advancement as an XV pilot.

- **Cal'ta:** The Unshakable

Offered to those Tau that have been grievously wounded in action and have returned to active duty.

- **Es'cha:** Understood Truth

Not an uncommon honorific, the Es'cha represents that a warrior who has risen in rank and has proven to the leadership that they understand that they are but a cog within a larger machine.

- **Lar'shi'el:** Guardian

Those who bare this mark are also known as the "Exemplar of the Tau'va." These are bodyguards and those that protect a Shas'O or the Aun. These individuals, time and again, will not only throw themselves between their charges against physical threats but will also uncover and dispel intrigue and plots.

- **Lynu'vesa't ____:** Guardian of the (Caste)

An extremely high honor offered to a warrior for inter-caste defense. This recognition is often given posthumously after a warrior has protected a member or members of another caste so that they might live.

- **N'saal'cha:** Second Birth

A relatively new honorific created by those that took place during the conquest of Fi'Rios, one of the bloodiest campaigns of the Third Sphere. It represents one who truly understands their place in the Empire; as its weapon.

These Tau have taken the trauma and bloodshed of the past and forged a new identity from the vestiges of the old.

- **O'leath Kai'au:** Founder of the ___ Sphere

Given to those who were instrumental in a great advancement for a Sphere of Expansion. This could be the invention of a great technology or the discovery of a new world.

- **Se'hen Ka'lissera:** Brethren of the Lightning

Given to units, most commonly XV-8s, representing Tau of unequaled daring who have descended from orbital deployment into the heart of warzones and triumphed.

- **Shas'shi:** Greatest Warrior

Offered to XV-8 Shas'el and Shas'o who have led their units and Cadres in a Kai'rotaa of active combat.

- **Shoka'ufa Suam:** The Forever/Eternal Flame

A great honor offered to members of the Fire caste of every rank that have served for thirty Tau'cyr. This recognition is often offered to those Tau that have sacrificed themselves for the Greater Good so that others might continue their path.

- **The Silver Knife**

The Silver Knife is offered to those individuals and cadres that have suffered greatly in their service to Tau'va in the form of a white or silver painted blade on their armor. In

some cases a Commander or unit leader will be given a physical blade which, like the Bonding knife, is not used for combat.

- **Taal't'ta:** Preserver of Life

The training of a Firewarrior is extensive, both in the art of taking life and saving it. Every warrior has basic first-aid training, however there are those who excel at the practice of saving lives. This honorific is bestowed upon these vital individuals.

- **Tash:** They Who Endure

Tash is one of the highest honors bestowed upon a servant of the Empire, and is one of the only marks of recognition that is also offered to non-Tau. The Tash represents utter loyalty to the Tau'va and the Empire. As all Tau are dedicated, a truly incredibly task must be accomplished to be recognized and then bestowed upon the worthy individual. The mark is often represented in face scars or war paint for all to see.

- **Violet Armband or Sash**

Violet is a color of mourning and such sashes or pennants are worn until an individual's grieving is complete. Shadowsun famously wears one for her lost sisters.

Tau Battle Tactics and Doctrines

Mont'ka and Kauyon are the primary battle tactics that the Tau employ based on ancient hunting techniques. There is the lesser known third aspect known as Monat, which is also a XV-8 Crisis Suit configuration which emphasizes a unique and solitary series of combat tactics. These can be studied, at length, in other documents. The following are other tactics invented and deployed by Tau Commanders throughout the Commonwealth's long history:

- **Ken'rai:** Lit: "Kill the head the body will die." This involves the annihilation of enemy command structures and individuals.

- Mon'wern'a: The "Deceptive assault." This tactic relies on seemingly random attacks, often with elite forces to convince the enemy of a major attack before diverting to the true target.
- Shas'len'ra: "The Cautious warrior." A highly mobile approach to an unknown environment or enemy with an emphasis on redeployment as more information is gained.
- Way of the Short Blade: Farsight's own treatise on combat which incorporates close quarters combat.

Aliens and Allies

Aliens that exist within the Empire have some kind of relationship to the Tau. For races like the Vespida or Krooto, are longtime allies that are given colonization rights and technological advantages while a race like the Humanity has a much more complex relationship and is still learning its place in the great community of the Empire.

In terms of communication, Tau'sia is a language that can be comprehended but to speak it requires surgical augmentation, at least in humans, and potentially 'communion helms' in Vespida.

Combat Equipment and Vehicles

AX: Designation for an aircraft such as the AX-1-0 Tigershark.

DX: Designation for a drone such as the DX-4 Technical Drone.

KV: Designation for artillery suits and ground emplacements such as the KV127 Skyfire Platform.

KX: Designation for large scale battlesuits such as the KX139 Ta'unar.

SX: Designation for a naval space craft such as the SX-58 Gal'leath "Explorer" Battleship.

TX: Designation for a skimmer such as the TX-4 Piranha.

XV: Designation for a battlesuit such as the XV-8 Crisis Suit.

MV: Designation for infantry special weapons such as the Firesight Marksman team.

Equipment Mass Classification

The first number following the Unit Type is the Mass Class of the piece of equipment.

This number ranges from 0, being the smallest to 9, the largest:

0 - Infantry-Level Variant (Small) - Variant is a small, primarily single-handed piece of equipment. Examples include grenades, tracker/surveyor, or water reclaimer.

1 - Infantry-Level Variant (Medium/Large) - Variant is a medium/large-sized, primarily two-handed piece of equipment. Examples include pulse pistol or pulse rifle.

2 - Light Battlesuit/Exoskeletal Variant - Variant is mounted on a light battlesuit or load-bearing device/mount. Example includes XV15's burst cannon.

3 - Battlesuit-Mounted/ Attached Power Source Variant - Variant is mounted on a battlesuit of Mass Class 2 or higher and/or has its own integrated power source. Examples include XV25's fusion blaster, XV8's missile pod, or XV9's phased ion gun.

4 - Vehicle-Mounted Secondary/Defense Variant - Variant is mounted on a vehicle or powered turret for use in a secondary or low power defensive role. Example includes the Devilfish burst cannon turret.

5 - Vehicle-Mounted Primary/Offense Variant - Variant is mounted on a vehicle or powered turret for use in a primary or high power offensive role. Example includes the Hammerhead's railgun.

6 - Light Aircraft-Mounted Variant - Variant is mounted on a light aircraft of Mass Class 3 or lower and can be used in either an offensive or defensive role. Examples include the Barracuda's ion cannon or the Tigershark's railgun

7 - Heavy Aircraft-Mounted Variant - Variant is mounted on a heavy aircraft of Mass Class 4 or higher and can be used in either an offensive or defensive role. Examples include Orca's missile pods or Manta's rail cannons.

8 - Naval-Grade Weaponry - Variant is mounted on a Kor Starship for use in naval or planetary engagements. Examples include gravitic torpedo launcher or naval-grade ion cannon.

9 - Super Weapon - Such as the Nan Yanoi "Sword Moon" weapon or the Cal'ka "Hammer" directed asteroid weapon.

Equipment, Vehicle, and Weaponry Role Type

The second number following the Unit Type is the equipment's specific role or type classification. This number can be 1 - 9 (Decimal) or 1 - 11 (Octal). There can sometimes be two Role Type designations back-to-back in rare circumstances to better specify the specific item's distinct role on the battlefield.

Where a weapon would normally be "multi-purpose" in nature, the designation would fall under what the weapon would be primarily designed to combat.

1 - Unique - Variant is not widespread, such as the XV-81 SMS-Equipped Battlesuit.

2 - Prototype/Pre-Production - Variant is a prototype being considered for mass production.

3 - Utility - Variant is a utility design meant to be utilized in an auxiliary or supporting role, not to be confused with a piece of equipment with no designation meant to be utilized in a multi-purpose role and reconfigured.

4 - Target Acquisition/Command & Control - Variant is utilized in a target acquisition/designation or battlefield coordination role.

5 - Stealth/Recon/Surveillance - Variant is utilized in a stealth, reconnaissance, and/or surveillance role, often equipped with a stealth field generator and advanced sensors.

6 - Anti-Personnel/Small Target - Variant is designed to engage enemy infantry and heavy infantry formations or otherwise relatively small targets

7 - Anti-Air/Indirect Fire - Variant is designed to engage enemy targets at long (often beyond visual) ranges with anti-air, anti-armor, or anti-personnel weaponry

8/10 - Anti-Armor/Large Target - Variant is designed as either a heavier version of another piece of equipment, to be utilized in an anti-tank/ materiel role, or to engage relative large targets.

9/11 - Armored/Shielded/Defensive - Variant is designed as an armored or shielded version of another piece of equipment or to be utilized in a defensive role.

Weaponry Classifications

Alesme: Fusion

Alesme'ai: Fusion blaster.

J'shao: Rail/ Accelerator rifle.

J'shao'va: Rail/ Accelerator cannon.

Or'am: Plasma

Or'am'shao: Plasma rifle.

Shol: Ion

Shol'shao: Ion rifle

Shol'vah: Ion cannon

Yandol'a: Pulse pistol

Yandol'shao: Pulse rifle

Yandol'al: Pulse carbine

Yandol'es: Pulse burst/repeater cannon

Yandol'ai: Pulse blaster

Strategic Ordinance Assets

Alesme Rei: Fusion warhead. Dropped in bomblet forms to devastating effect.

Da'shas'ka Rei: Darkstar Warhead. The neutron pulses from this warhead destroys biological matter while leaving materiel unharmed. It is an ideal weapon for use when a planet's resources are of great use to the Greater Good, but the population will not submit

Shas'ka H'na: Sunburst Bombardment. The skies flash blinding white as the Tau launch a high-tech bombardment of lumina flares at the foe, overwhelming targeting systems and retina and providing clear target acquisition data for the Fire Caste gunners.

Suam'bogi Rei: Icefire Warhead. The Icefire warhead is deployed from an orbiting Tau vessel, landing in the midst of the enemy and disabling their technology with crippling electromagnetic pulses.

Unit Designation Catalog

- AX – Aircraft
 - AX-1 - Superiority Craft Chassis
 - AX-1-0 - Light Tigershark Gunship Chassis
 - AX-18-0 - Railgun-Variant Tigershark
 - AX-2 - Heavy Tigershark (Drone-Carrier) Chassis

- AX-2-2 - Heavy Gunship (Remora-Carrier)
- AX-23-2 - Heavy Command & Control Tigershark (Remora-Carrier)
- AX-4 - 'Orca' Chassis
 - AX-43 - Troop Carrier
 - AX-48 - Missile Variet Gunship
- AX-6 - 'Moray' Chassis
 - AX-68 - Moray Class Heavy Bomber
- AX-7 - 'Dorsal' Chassis
 - AX-78 - Dorsal Class Saturation Bomber
- AX-8 - 'Manta' Chassis
 - AX-83 - Manta Missile Destroyer Dropship Variant
 - AX-83-2 - Command & Control Manta (Remora Carrier)
 - AX-88 - Manta Missile Destroyer Dedicated Anti-Shipping Variant
- DX - Kor'Vesa Drone variants
 - DX-1 - Common Multi-Purpose Drone Chassis 1
 - DX-13 - Comm/Messenger Drone
 - DX-2 - Common Multi-Purpose Drone Chassis 2
 - DX-24 - Sentry/Observation Drone
 - DX-3 - Common Multi-Purpose Drone Chassis 3
 - DX-33 - Command Drone

- DX-34 - Markerlight/Target-Acquisition Drone
- DX-36 - Gun Drone
- DX-37 - Construction Drone (Cal'vi'n) Heavy construction Drone
- DX-38 - Sniper Drone
- DX-39 - Shield Drone
- DX-4 - Common Multi-Purpose Drone Chassis 4
 - DX-43 - Battlefield Technical/Utility Drone
 - DX-47 - Base Drone, mothership drone, (Aji'korar) Large scale drone carrier
- DX-5 - Common Multi-Purpose Drone Chassis 5
 - DX-56 - Heavy Gun Drone
- DX-6 - Remora Drone Chassis
 - DX-65 - Remora Stealth Fighter
- DX-8 - Common Multi-Purpose Drone Chassis 8
 - DX-84 - Orbital Observation/Reconnaissance Drone Satellite
- XR
 - XR-0 Espionage/Observation drone used by Kar'tyr operatives
- KV
 - KV128 - Stormsurge Ballistic Suit piloted by two Firewarriors
 - KV 126- Skyfire Platform

- KV 129- Stormfury Platform
- KX
 - KX139 Ta'unar Supremacy Armor piloted by three Firewarriors
- SX - Naval Space Craft
 - SX-0
 - SX-0 - Lifepods, Support/Boarding Craft, Attack Craft
 - SX-03 - Support/Repair 'Tug'
 - SX-06 - Superiority Fighter Craft
 - SX-06-2- Startide Class Interceptors
 - SX-06-2 - Se'hen Boarding Pod
 - SX-1 - Gunship/Destroyer Displacement Space Craft
 - SX-16 - Kass'l "Orca" Gunship
 - SX-16-2 - Kir'la "Warden" Gunship
 - SX-16NIC - Nicassar Auxiliary Dhow
 - SX-2 - Escort/Frigate Displacement Space Craft
 - SX-23 - Il'emaar "Courier" Transport
 - SX-26 - Skether'qan "Messenger" Escort
 - SX-28 - Kir'qath "Defender" Escort
 - SX-28-2 - Kir'shas'vre "Castellan" Escort
 - SX-3 - Light Cruiser Displacement Space Craft

- SX-33 - Il'fannor "Merchant" class Transport
- SX-33-2 - Il'fannor "Merchant" class Heavy Transport
- SX-33-3 - Il'Porrui "Emissary" class Utility Envoy
- SX-36-2 - Il'Porrui "Emissary" class Light Cruiser
- SX-4 - Cruiser Displacement Space Craft
 - SX-48 - Lar'shi "Hero" class Cruiser
 - SX-48-2 - Lar'shi'vre "Protector" class Cruiser
- SX-5 - Grand Cruiser/Light Battleship Displacement Space Craft
 - SX-55-2 - Stealth Variant "Custodian" class Fleet Carrier
 - SX-58 - Gal'leath "Explorer" class Colonial ship
 - SX-58-2 - Or'es El'leath "Custodian" class Fleet Carrier
- SX-7 - Interplanetary/Interstellar Space Stations
 - SX-73 - Utility Waystation
 - SX-74 - Vash'aun'an Monitor Waystation
 - SX-79 - Picket Outpost/Defensive Waystation
- SX-8 - Planetary Orbitals and Other Installations
 - SX-83 - Kidou'tokai Orbital City
 - SX-89 - Anzen'dan Planetary Defense/Security Orbital
- TX - Skimmer Capable Technology
 - TX-1 - Skimmer Bike Chassis

- TX-13 - Scout Skimmer Bike
 - TX-2 - Tetra Skimmer Chassis
 - TX-24 - Pathfinder Target Designation/Reconnaissance Tetra
 - TX-4 - Piranha Skimmer Chassis
 - TX-42 - Prototype Up-Armored Piranha Skimmer
 - TX-6 - Devilfish Skimmer Chassis
 - TX-63 - Troop Devilfish
 - TX-65 - Stealth-Variant Devilfish Transport
 - TX-66 - Anti-Personnel-Variant Transport
 - TX-7 - Ak'ula "Hammerhead" Gunship Chassis
 - TX-72 - Prototype 'Swordfish' Fire Support Gunship
 - TX-76 - Ion Cannon-Variant Hammerhead
 - TX-76-2 - Plasma Cannon-Variant Hammerhead
 - TX-76-3 - Heavy Burst Cannon-Variant Hammerhead
 - TX-77 - Sky Ray Missile Defense Gunship
 - TX-78 - Railgun-Variant Hammerhead
 - TX-78-2 - Missile Pod-Variant Hammerhead
 - TX-78-3 - Fusion Cannon-Variant Hammerhead
- XV – Battlesuits
 - XV-1 - Powered Exoskeletal Chassis 1

- XV-12-4 - Prototype Target-Acquisition/Support Battlesuit
- XV-15 - Stealthsuit
- XV-2 - Powered Exoskeletal Chassis 2
 - XV-22 - Prototype Command-Variant Battlesuit
 - XV-23 - Fio Utility Suit
 - XV-25 - Stealthsuit
- XV-8 - Standard "Crisis" Pattern Battlesuit Chassis
 - XV-81 - Unique-Variant Battlesuit (experimental configurations)
 - XV-82 - Prototype Crisis Battlesuit
 - XV-83 - Extra-Vehicular Activity Boarding Action Battlesuit
 - XV-84 - Target-Acquisition Battlesuit
 - XV-85 - Stealth Pattern
 - XV-88 - Heavy/ Anti-Armor 'Broadside' Battlesuit
 - XV-89 - Iridium-Armored Battlesuit

Known configurations of the XV-8 Battlesuit

The XV-8 Battlesuit was created in the First Sphere to combat against the early enemies of the Fire Caste. Called the "T" series which ran on fossil fuel. This was later improved upon with the "V" series which ran on a fission reactor. The Jetpack was later invented for the XV-8 in the Second Sphere.

Mont'p'ka: Deathrain. Two missile pods.

Nan'suam: Fireknife. Plasma rifle and missile pod. Created at Y'leth in the Gar'nyth system, Dal'yth Sept, during a monumental battle of the 2nd Sphere.

Po'sha'he: Stormsurge. Burst cannon, plasma rifle, and shield generator

Shas'leath: Sunforge. Two fusion blasters. Invented by Farsight.

Suam Kara: Burning Eye. Two plasma rifles.

Suam'he'an: Firesurge. Burst cannon and missile pod

Suam'po'sha: Firestorm. Burst cannon, fusion blaster, and missile pod.

Haid'jeth: Blinding spear. Fusion blaster and missile pod

- XV-9 - Standard 'Hazard' Pattern Battlesuit Chassis
 - XV-92 - Prototype Hazard Battlesuit
 - XV-95 Ghostkeel Variant Battlesuit
- XV-104 - Riptide Variant Battlesuit
 - Skyhunter
 - Orkslayer
 - Giantslayer

Cartographic Designations

OV is the designation for Zones and Cartographic Classifications

OV-1- Low Atmospheric/surface

OV-2- High atmosphere

OV-3- Low orbit/utility orbit

OV-4- High orbit/departure range (leaving gravitational influence)

OV-5- Transitional space/deep space

OV-6- Solar zone/ sunward

OV-7- Void zone

OV-8- Mandeville point/warp accessible zone

Designations for Distance

1 - Adjacent

2 - Closer

3 - Close

4 - Closer medium range

5 - Further medium

6 - Far

7 - Distant, not visible

8 - Speculative, unknown

A BRIEF HISTORY OF TIME (among the Tau)

789.M35: The Adeptus Mechanicus Explorator vessel "*Land's Vision*" discovers the Tau home world. They determine a species with a Stone Age level of technology exists but purgation and colonization is never enacted as Warp storms begin to ravage the greater Galaxy and the Age of Apostasy begins.

M35-36: The Tau migrate out of the savannas and colonize the other biomes. Technology and social specialization continue to advance along with at least one other sub-species (proto-Air Caste) diverging from the main population. War is not uncommon as well as disease.

791.M36: The Mont'au, an age of violence between city-dwelling Tau nations and nomadic Tau tribes comes to an end as the Ethereals emerge from anonymity and bring the Greater Good into being along with the Caste system which they use to create a specialized and highly motivated empire.

The First Sphere of Expansion**502.M37-956.M38**

533.M37: Lu'val, Tau's largest moon, is colonized. Shortly thereafter a crashed alien vessel is discovered. The Earth Caste backward engineers the warp drive therein, unlocking faster than light travel.

At some point contact is made with the Nicassar. There is a brief war before the Nicassar join the Tau.

756.M37: The colonies around Tau's nearest settled system is given the authority to govern themselves as a 'Sept' called Tau'n.

844.M38: Por'O Dal'yth Kiv'rai's expeditionary fleet aids the failing Kroot Empire against the Orks leading to a lasting alliance.

The Second Sphere of Expansion

018.M39-745.M41

053.M39: The Vespida home world is incorporated into the D'yanoi Sept.

876.M39: First recorded conflict with Eldar results in the death of a maiden world.

456.M40: First recorded conflict with the Imperium on the planet Bruttulus.

715-731.M41: The Veil War against the Arachen.

742-755.M41: Damocles Gulf Crusade/Lithesh War: Official 'end' of the 2nd Sphere.

The Third Sphere of Expansion

997.M41- (Great Rift)

997.M41: Shadowsun launches a three-pronged attack, leading the 'coreward' salient toward the vital Dovar System.

303.999.M41: The "Zeist Campaign" effectively ends the expansion phase of the Third Sphere into Imperial space even as Shadowsun makes enormous gains elsewhere.

757.999.M41: War Zone Damocles

Alien Races

Kroot: Member Species: *Jikita*: A mercenary race that was saved by the Tau centuries ago from an Ork invasion. They are now voluntarily primitive in terms of their technology save for their Warspheres which they use to traverse the Galaxy. They use cannibalism within their own race as well as eating other races, guided by their Shapers, to evolve.

Vespida: Member Species: *Mal'kor*: A race of colony insect like beings. They are regarded as a close ally to the Tau, their leaders wearing communion helms that provide communication between both species. They are noted as having colony rights.

Nicassar: Member Species: The first race to formally join the Empire, albeit after a brief conflict. They are entirely void-born, live in fleets called “Lifefleets” in which “dhows” travel together in caravans. They are officially described as having a ‘birdlike’ head and have impossibly potent telepathic abilities that propel their ships as well as an empathic ability so powerful they can create memories in someone’s mind, even Space Marines.

Human: At least partly Member Species: *Gue’vesa*: Formed into various divisions but notable seem to be the “Janissaries”. Humans seem to fulfill mostly a military and diplomatic role and are the only known alien race within the Empire to be given the use of Crisis suits implying they have earned a place quite high amongst the member species.

Nirrhoda: Affiliated: Indigenes of the planet Phaetra, possibly Ratlings. They are descendants of human colonists theoretically thousands of years ago. Described as squat, bow-legged with large glassy eyes.

Demiurg: Affiliated: *Bentu’sin*: At least two clans of Demiurg, Syrr’tok and Thurm, have found refuge in the Tau Empire from humanity. It is not known what they look like but they are adept miners and have advanced technology; they gifted Ion capable technology to the Tau when they joined.

Ji’atrix: Affiliated: ‘ethereal’ void farers, highly skilled at space-travel.

Ranghon: Affiliated: Unknown

Morralian “Deathsworn”: Affiliated: Unknown

Tarrellian Dog Soldiers: Affiliated: Reptilian mercenaries who despise humans who destroyed their home worlds.

Galgs: Multi-limbed creatures with tentacles (note: they are not frog-like by any official description).

Hrenian Light Infantry: Affiliated: Unknown

Anthrazods: Affiliated: Strong, sturdy, but known to be dim-witted used in asteroid mining. None can compare in their tunnel construction.

Brachyura: Affiliated, possibly a Member Race: A small dexterous and multi limbed crustaceans that assist in the complicated process of constructing plasma generators.

Nagi: Member Race: Highly potent psykers and a seemingly small race of 'mind worms' that are carried in containment units that have been seen on Ethereals as well as high ranking humans in the Empire. They are noted to have attempted 'breaking' a Space Marine once but the cost to their collectives was too high to be deemed worthy of repeating. They are from Sha'galudd.

Greet: Affiliated, possibly a member species: An invertebrate species from the ocean world of Isla'su.

Formosians: Member Species: Joined the Empire in 896.m40

Thraxians: Member Species: Multi-limbed, joined the Empire willingly.

Pakasar: Affiliated: A race forcibly joined to the Empire.

N'deemi: Affiliated: A race forcibly joined to the Empire

FINAL COMMENTS

The incredible worlds of Warhammer 40,000 are vast and varied and I have sometimes chosen to go one author's way over another in terms of canonicity. I've also been influenced by the community, and my own lore; so, one last time, take this document for what it is; a homebrew.

That said, I have altered two vocabulary words of note:

*: *Malk'la*: I consider the notion of a death sentence or torture as out of step with a race devoted to an altruistic dogma. Drawing from previous canon, Tau do not, culturally, kill one another (Kill Team by Gav Thorpe). To do so would represent a return to the Mont'au and run counter to 3000+ years of societal engineering. Therefore, my "Malk'la" ritual would involve an opportunity for a Shas'O to be removed from command so that they might reflect and, most importantly, learn from their mistakes. This 'censure' would be opposite to humanity's more brutal or violent version and be something that a Tau would be able to come back from.

Of course, for the more warrior culture of the Shas, this would still be perceived as a stain or mark on their honor.

**.: *Vash'ya*: The notion of the Tau being averse to adaptation or incorporation seems counter intuitive. There are many examples of Tau bridging the gaps between the duties of a Caste. We have Firewarrior units adopting Kroot sigils in their warpaint, or Water Caste envoys using pulse pistols as well as Earth Caste artwork subtly incorporated into their buildings. I interpret such abilities as something the Tau would celebrate rather than condemn and so "Vash'ya" is a badge of honor.

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And thank you to my proofreaders:

Wolf of Pride

Atlantethan

Wolep

The Great Khan